LONE WOLF

MULTIPLAYER GAME BOOK

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Chapter One :

Introduction

Welcome to *Lone Wolf, a Multiplayer Fantasy Gamebook.* If you have enjoyed the previous *Lone Wolf* gamebooks, you will find this one to be a little different.

In the other *Lone Wolf* gamebooks you read through the story, making decisions as you go to guide your character through dangers and adversities. This Gamebook instead shows you how to create your own stories and play them out with your friends.

You will not have a single Kai lord battling against the evil plans of the Darklords but a whole group of heroes. You will not be constrained by options offered to you on each page; instead you'll be free to take any action you wish at any time, although you will also have to live with the consequences if you should do something foolish!

Think of a Multiplayer Fantasy Gamebook as being your chance to create and star in your own film.

Remember the *Lord of the Rings*? If that was a Multiplayer Fantasy Gamebook, you might well have been playing the part of one of the hobbits. For instance, if you were playing Frodo, then your friends might have been taking the parts of Sam, Merry and Pippin.

However, instead of simply reading lines from a script, you would be free to decide what Frodo does and what he says. Another player, the Games Master, acts as the narrator or director, describing what you and your friends see and hear – it is then up to you to decide what to do. You describe your actions and the Games Master will then tell you what happens as a consequence.

You may also hear this kind of game being described as roleplaying and that is literally what it is – playing the role of a character in a story.

How to Play

If you have played the other *Lone Wolf* gamebooks, you already know much of what you need to know. If not, then do not worry – you will find things a lot easier than they may first appear!

Start by reading Chapter Two and have a go at creating your own Kai Lord character. Once you are familiar with that, grab some friends and get them creating characters too. Ideally, you should have between four and six people playing the game.

One friend (perhaps yourself) needs to take the part of the Games Master. The Games Master does not take the part of a single character like the other players. Instead, he has a whole world to control! The Games Master (and only the Games Master – don't spoil any surprises for yourself!) should read Chapter Four and then quickly skim through the first adventure in Chapter Ten. This should not take very long and there is not too much to remember. The Games Master can always refer back to this book at any time.

Once every player has a character ready and the Games Master is familiar with what he needs to run the adventure, you can begin. The Games Master will tell the players where their characters are and what they can see. Once he has set the scene, the players will tell the Games Master what they want their characters to do – and so the game begins.

A Game in Progress

This kind of game is a little bit like free form acting or improvisation with a few rules attached. If you have not played a Multiplayer Fantasy Gamebook or a Roleplaying Game before, you will find that it is quite unlike anything you might have tried before. For a start, there is no game board!

Featured here is a short excerpt from a game that was played. It will give you an idea of what to expect. Chris is the Games Master and Ian, Richard, Nick and Kelly are the players.

Chris: Having left the Kai Monastery on your mission to discover what has happened to the lost patrol, you find yourself walking through the forest. Before long, it starts to get dark as the sun sinks below the horizon. Are you guys going to keep on walking?

Richard: I knew we should have stayed in the Monastery until morning. We'll never get through the night without something big and bad wanting to eat us for its supper.
Nick: Doomwolves, most like. A pack of those nasties is going to cause us some serious trouble.
Ian: Nah, we had to leave quickly. That patrol could be in real danger and in need of our help. I say we push on.
Richard: Perhaps we should sleep up in the trees or something?
Kelly: I would rather face Doomwolves with a sword in my hand than while trying to hide up a tree!
Nick: She's right. Come on Richard, let's keep going.
Richard: Alright, agreed, but don't say I didn't warn you.
Chris: Okay, you carry on walking through the night. The moon is full and its silvery light just about penetrates the canopy of the trees, but you really cannot see much ahead of you. Oh, and you had better now cross off a meal, you are all hungry.
Richard: I have the Discipline of Hunting, I don't need the meal.
Ian: Lucky ol' you. Kelly, do you still have that lantern?
Kelly: Ah, yes! Good thinking. Chris, I light my lantern – we can see much further now.
Chris: The lantern casts really weird shadows as you move through the trees. You keep thinking you can see a Doomwolf or two lurking in the surrounding woodland but when you stare at the shadows you realise that there is nothing there. A little further on and you can make out an unusual shape ahead. Getting closer, you suddenly realise that it is a mound of bodies, with the Sommlending flag draped over them. It seems unnaturally quiet in this part of the forest,
Nick: Oh dear, I think we just found the patrol, guys. . .

And so the game continues. No doubt our heroes will start spreading out to see if their enemies are still nearby before checking out the remains of the patrol. However, absolutely anything can happen in games like this, which is why they are such great fun to play!

How Do You Win?

This is actually a tricky question. If you have played the other *Lone Wolf* gamebooks, you will likely have completed them and thus 'won'. This doesn't always happen in a Multiplayer Fantasy Gamebook.

In this game, you will play several (perhaps a great many) adventures. After you complete each one, your character will get a little better at adventuring and may be rewarded with special items or favours from the lords of the land. However, this does not mean you have won in the final sense, because there will always be the chance for another adventure soon after.

You can think of *Lone Wolf* as a kind of television series, where you play one of the lead characters. Every week you see the same characters but the stories, and the trouble they find themselves in, changes with each episode. In this sense, each adventure you play in *Lone Wolf* can be seen as a single episode of a much larger and greater story.

Chance and Random Numbers

It is unfortunate but things do not always work out exactly how you want them to. If you swing a weapon at an enemy, he may dodge out of the way at the last moment. If you jump across a yawning chasm, you may slip and fall. If you try quietly to creep past a guard, he may well notice you are there.

In a Multiplayer Fantasy Gamebook, all of this is worked out by random numbers. On p112 at the end of this book you will find the *Random Number Table*. Whenever you need to find a random number, turn to this table, close your eyes and place the blunt end of a pencil on the page. The number under the end of the pencil is the number you have picked by chance.

Tests

Any action that has an element of chance or risk in it is called a Test. A Test is made by picking a random number on the table and then adding a Bonus to it to arrive at a total. Your Games Master will tell you what Bonuses may be added to any Test.

Your Games Master will decide the Difficulty of the Test.

If the total is higher than, or equal to, the Difficulty then you have passed the Test and are successful in what you were trying to do. If your total is less than the Difficulty, then you have failed.

Blind Luck

Sometimes you may try to do something that cannot be influenced by a Bonus, no matter how good you are at other actions. Your character may flip a coin, for example. In this case, getting the result you need to succeed is purely down to chance.

A Luck Test is performed in exactly the same way as other Tests, except a Bonus is never added. A result of 0–4 on the *Random Number Table* means you have failed. A result of 5–9 means you are successful.

Using Dice

If you play *Lone Wolf* a lot, you may find it easier to use dice rather than the *Random Number Table*. You will need one or more 10 sided dice for this game, which you can find at most hobby stores. You can simply roll a 10 sided dice instead of using the *Random Number Table*.

Many 10 sided dice are numbered from 1–10. In Lone Wolf, a 10 should always be read as a 0, so the highest number that can be rolled is a 9.

Chapter Two :
Creating a Character

Every player of *Lone Wolf* needs a character, their own Kai Lord who will take missions from the Grand Masters and protect Sommerlund from its many enemies. This character is the fictional person you will become when you explore the world of Magnamund.

You will need a blank *Action Chart* for every player. Permission is granted for you to photocopy the *Action Chart* on p108, or you can freely download one from our website. The *Action Chart* allows you to record details about your character and what happens to him, or her, during their adventures.

COMBAT SKILL AND ENDURANCE

First, you have to see what your character's COMBAT SKILL and ENDURANCE is like. COMBAT SKILL is a measure of your character's ability in fighting situations, while ENDURANCE is a measure of how tough your character is. COMBAT SKILL will not change very often, while ENDURANCE can go up and down quite a lot, depending on how many battles you fight and how many other dangers you face.

To find out what your character's COMBAT SKILL is, go to p112 at the back of this book and pick a random number. Add 10 to this number and the result will be your COMBAT SKILL (so, COMBAT SKILL will always be numbered between 10 and 19).

For ENDURANCE, you do exactly the same thing, except that you add 20 to the random number you select (so, your starting ENDURANCE is always numbered between 20 and 29).

Once you have determined what your COMBAT SKILL and ENDURANCE scores are, enter them on your *Action Chart*.

Kai Disciplines

Over the centuries, the Kai have mastered the skills of the warrior. These skills are known as the Kai Disciplines and they are taught to all Kai Lords. Your character has been training for many years but has yet to master all of the Disciplines and so you may choose just five from the following list. You will have a chance to learn the others later.

When you have chosen your five Kai Disciplines, write them down on your *Action Chart*.

Camouflage

This Discipline enables a Kai Lord to blend in with his surroundings. In the countryside, he is able to hide undetected among trees and rocks and pass close to an enemy without being seen. In a town or city, it enables him to look and sound like a native of the area and it can help him to find shelter or a safe hiding place.

If you choose this skill, write 'Camouflage' on your *Action Chart*.

Hunting

This skill ensures that a Kai Lord will never starve in the wild. He will always be able to hunt for food himself, except in areas of wasteland and desert. You will not need to cross off a Meal when instructed to eat. The skill also enables a Kai Lord to be able to move swiftly and stealthily.

If you choose this skill, write 'Hunting' on your *Action Chart*.

Sixth Sense

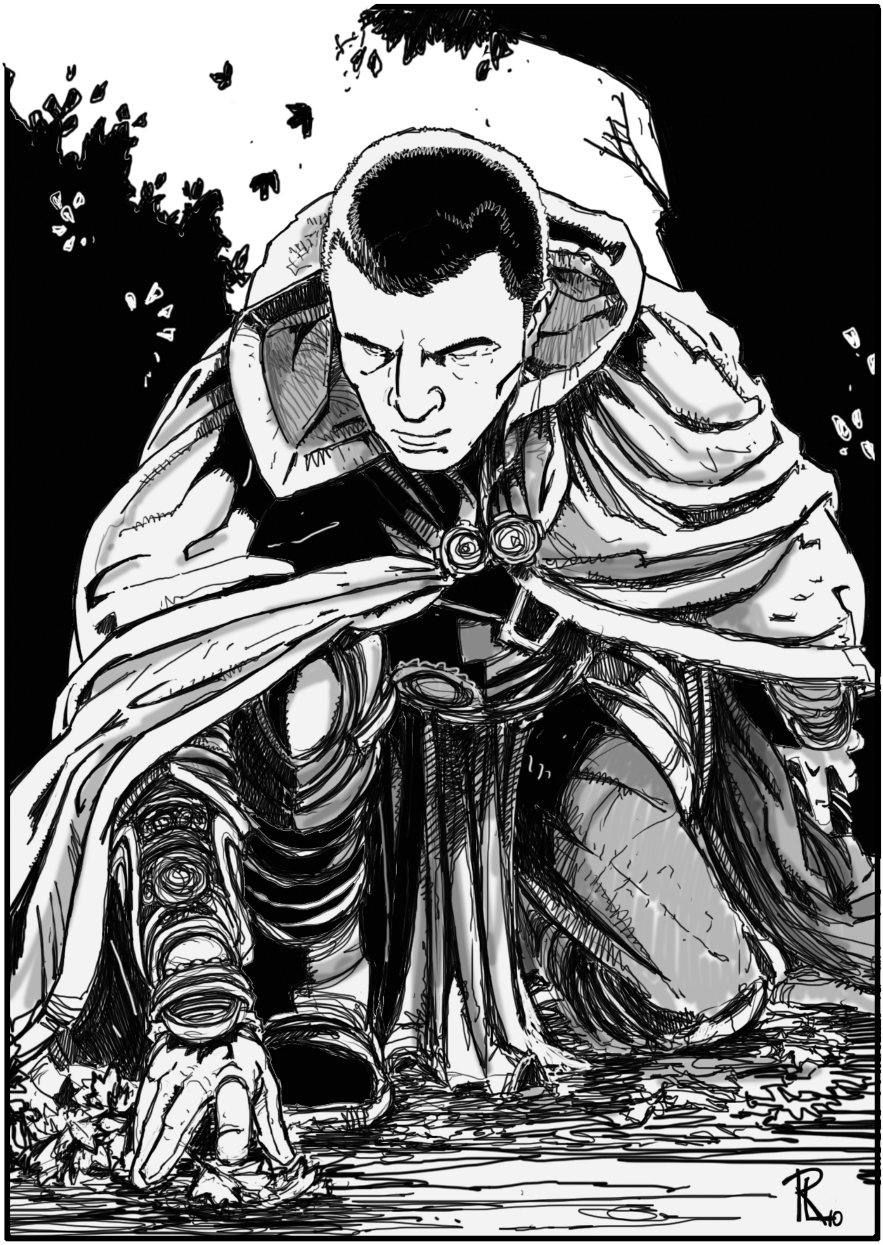
This skill may warn a Kai Lord of imminent danger. It may also reveal the true purpose of a stranger or strange object encountered in the adventure.

If you choose this skill, write 'Sixth Sense' on your *Action Chart*.

Tracking

This skill enables a Kai Lord to make the correct choice of a path in the wild, to discover the location of a person or object in a town or city and to read the secrets of footprints or tracks.

If you choose this skill, write 'Tracking' on your *Action Chart*.



HEALING

This Discipline can be used to restore ENDURANCE points lost through injury. If you possess this skill, you may enter a meditative trance in order to heal yourself. You will restore 1 ENDURANCE point for every full five minutes that you are in the trance and are not disturbed. You may only do this after your ENDURANCE has fallen below its original level. Be sure to remember that your ENDURANCE score cannot rise above its original level.

You may also heal others, though you are not so good at doing this. You may restore 2 ENDURANCE points to one other character. This can be done once per day for each character you heal. You can only heal one other character at a time.

If you choose this skill write 'Healing' on your *Action Chart*.

WEAPONSKILL

Upon entering the Kai Monastery, each initiate is taught to master one type of weapon. If Weaponskill is to be one of your Kai Disciplines, pick a number from the *Random Number Table* and then find the corresponding weapon from the list on page 12. This is the weapon in which you already have a proven skill. When you enter combat carrying this weapon, you can add a +2 Bonus to your COMBAT SKILL rating.

You cannot carry more than 2 weapons and may only use 1 weapon at a time. If you choose this skill, write 'Weaponskill in _______' on your *Action Chart*. You will also automatically start with this weapon as part of your starting equipment.

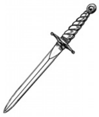
MINDSHIELD

Some of your enemies will have the ability to attack you using psychic force, the power of their mind. The Kai Discipline of Mindshield can protect you from taking any damage when subjected to this form of attack.

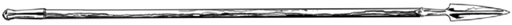
If you choose this skill, write 'Mindshield' on your *Action Chart*.

MINDBLAST

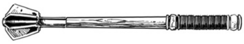
This skill enables a Kai Lord to attack an enemy using the force of his mind. It can be used at the same time as a normal combat weapon and adds a +2 Bonus to your COMBAT SKILL. Not all the creatures encountered



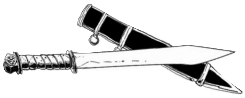
0 = DAGGER



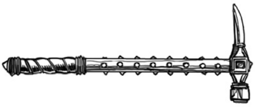
1 = SPEAR



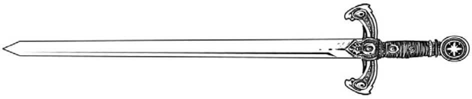
2 = MACE



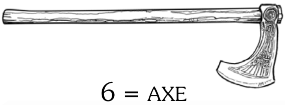
3 = SHORT SWORD



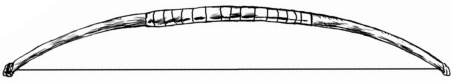
4 = WARHAMMER



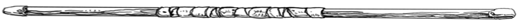
5 = SWORD



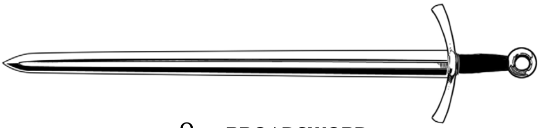
6 = AXE



7 = BOW



8 = QUARTERSTAFF



9 = BROADSWORD

will be harmed by Mindblast. You will be told by the Games Master if a creature is immune.

If you choose this skill, write 'Mindblast' on your *Action Chart*.

Animal Kinship

This skill enables a Kai Lord to communicate with some animals and to be able to guess the intentions of others. In some cases, it can allow a Kai Lord to control an animal's instincts or actions.

If you choose this skill, write 'Animal Kinship' on your *Action Chart*.

Mind Over Matter

Mastery of this Discipline enables a Kai Lord to move small objects with his powers of concentration.

If you choose this skill, write 'Mind Over Matter' on your *Action Chart*.

Starting Equipment

Your basic possessions comprise the green tunic and cloak of a Kai initiate. You also have a backpack, a belt and a leather pouch in which you keep your money (Gold Crowns). To find out how much money you start with, pick a number from the *Random Number Table* and add 10. The number you choose equals the number of Gold Crowns you possess (Note this number in the Belt Pouch section of your *Action Chart*).

Upon entering the Kai Monastery, every initiate is given a Map of the Lastlands. This map shows the location of your native country – Sommerlund – and its capital city – Holmgard. It also shows the land of Durenor away to the east and the Wildlands, which separate the two kingdoms

If you have the Kai Discipline of Weaponskill, you will also start with the weapon that you are proficient with.

You may also choose five items from the following list

Bow (Weapon)
Broadsword (Weapon)
Chainmail Waistcoat (Special Item, adds 4 to your ENDURANCE)
Helmet (Special Item, adds 2 to your ENDURANCE)

Lantern (Backpack Item)
Mace (Weapon)
Meal (Backpack Item)
Potion of Laumspur (Backpack Item, one dose, restores 4 ENDURANCE points to your total)
Quarterstaff (Weapon)
Quiver (Special Item, contains 12 arrows)
Rope (Backpack Item)
Shield (Special Item, grants a +2 Bonus to your COMBAT SKILL)
Spear (Weapon)
Sword (Weapon)

How to Carry and Use Your Equipment

Weapons

If you find a weapon during the adventure, you may pick it up and use it. You may only use one weapon at a time in combat. You can only carry two weapons at any time. Most weapons are carried either sheathed or tucked into your belt.

Backpack Items

During your travels you will discover various useful items that you may wish to keep but you may only carry eight items in your Backpack at once. If you ever lose your Backpack, you automatically lose all of the items it contains. You will be unable to pick up and keep any new backpack items until you acquire a new Backpack. You may exchange or discard items at any point when you are not involved in combat.

Special Items

Each Special Item has a particular purpose or effect. This may be explained when the item is first discovered or the Games Master may reveal it to you later in the adventure.

Gold Crowns

The currency of Sommerlund is the Crown, which is a small gold coin. Gold Crowns can be used on your adventures to pay for transport, food or may even be used as a bribe. Some of the creatures that you may encounter will possess Gold Crowns or you may discover them while searching. Any Gold Crowns that you acquire should be carried in your Belt Pouch. The maximum number you can carry is 50.

Food

You will need to eat each day while on adventures. If you do not have any food when you are instructed to eat a Meal, you will lose 3 ENDURANCE points. If you have chosen the Kai Discipline of Hunting as one of your five skills, you will not need to cross off a Meal when instructed to eat, except in areas of Wasteland or Desert.

Naming Your Kai Lord

It has long been a tradition to bestow a new name upon each young novice when they complete their first year's training at the Kai Monastery. Kai names are chosen by senior Kai Masters with the aim of reflecting the individual strengths and qualities of each novice.

You can choose your Kai name for yourself or create one at random using the following name tables. Pick two numbers from the *Random Number Table* and consult the two tables for the first and second parts (the prefix and suffix) of your Kai name.

Prefix	Suffix
0 – Swift	0 – Blade
1 – Sun	1 – Fire
2 – True	2 – Hawk
3 – Bold	3 – Heart
4 – Moon	4 – Friend
5 – Sword	5 – Star
6 – Wise	6 – Dancer
7 – Storm	7 – Helm
8 – Rune	8 – Strider
9 – Brave	9 – Shield

Ready for Your First Mission

Once you have determined your COMBAT SKILL and ENDURANCE scores, chosen your five Disciplines, selected your equipment and chosen a name, you are ready for your first adventure!

You will need some friends to help you, each with their own Kai Lord character and one more friend to act as a Games Master (who should read Chapter Seven before playing). Once you are all ready, get your Games Master to have a look at the adventure in Chapter Ten and you can set off on your first mission from the Kai Monastery. . .

CHAPTER THREE :

DEFEATING ENEMIES

There will be occasions during your adventures when you will have to fight an enemy. Your Games Master will know your enemy's COMBAT SKILL and ENDURANCE points. Your aim as a Kai Lord is to defeat the enemy by reducing its ENDURANCE points to zero, while losing as few ENDURANCE points as possible yourself.

The sequence for combat is as follows.

1. Add any extra points gained through your Kai Disciplines or equipment to your current COMBAT SKILL total.
2. Subtract the COMBAT SKILL of your enemy from this total. The result is your Combat Ratio.

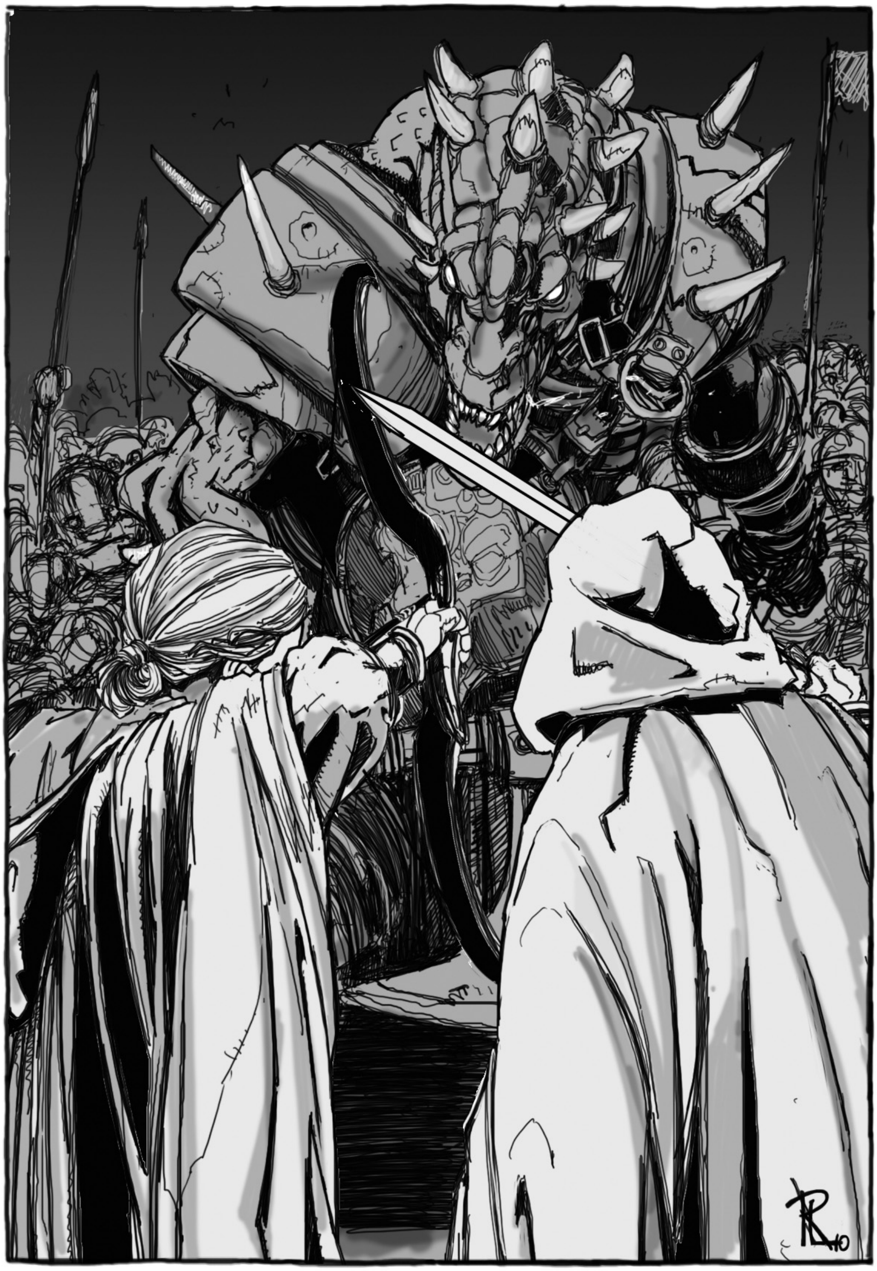
For example:

You, as a Kai Lord (COMBAT SKILL 15), are ambushed by a Winged Devil (COMBAT SKILL 20). You are not given the opportunity to evade combat but must stand and fight as the creature swoops down. You have the Kai Discipline of Mindblast, so you add the +2 Bonus to your COMBAT SKILL, giving you a total COMBAT SKILL of 17.

You subtract the Winged Devil's COMBAT SKILL from your own, giving a Combat Ratio of –3 (17 – 20 = –3).

3. When you have determined your Combat Ratio, pick a number from the Random Number Table.

4. Now turn to the Combat Results Table on p110. Along the top of the chart are shown the Combat Ratio numbers. Find the number that is the same as your Combat Ratio and cross-reference it with the random number that you have picked (the random numbers appear on the side of the chart). You now



have the number of ENDURANCE points lost by both yourself and your enemy in this round of combat. E represents points lost by the enemy; H represents points lost by the Hero – you.

For example;

The Combat Ratio between yourself and the Winged Devil has been established as –3. If the number taken from the Random Number Table is a 6, then the result of the first round of combat is:

You lose 3 ENDURANCE points
Winged Devil loses 6 ENDURANCE points

5. On the *Action Chart*, record the changes in ENDURANCE points to yourself.
6. Unless otherwise instructed, or unless you have an option to evade, begin the next round of combat.
7. Repeat the sequence from Stage 3.

This process of combat continues until the ENDURANCE points of either the enemy or yourself are reduced to zero, at which point the one with the zero score is declared dead. If you are dead, your adventure is over. If the enemy is dead, you proceed but with your ENDURANCE points score reduced.

Evasion of Combat

During your adventure your Games Master may give you the chance to evade combat. If you have already engaged in a round of combat and decide to evade, calculate the combat for that round in the usual manner. All points lost by the enemy as a result of that round are ignored and you make your escape. Only you may lose ENDURANCE points during an evading round but then that is the risk of running away in the middle of a fight! You may only evade if your Games Master allows you to do so.

Battles

The previous section deals with how combat is worked out when it is just you and one enemy going toe-to-toe. More often, you will have several friends on your side and your enemies are likely to have allies as well!

If you have several characters fighting at once, the following rules apply.

Order of Battle

The character with the highest COMBAT SKILL chooses who they will attack, combat is resolved as normal.

The character with the next highest COMBAT SKILL then chooses who to attack and resolves his combat and so on, until everyone is engaged in combat (this usually means the characters with the lowest COMBAT SKILL will rarely get a chance to choose who they will fight, unless their side outnumbers the other).

Ganging Up

It is quite possible for multiple enemies to gang up on a single character, or vice versa. So long as the Kai Lords stick together, most combats should be like this.

If a character or enemy is not currently engaged, when it is his turn to act in the Order of Battle, he is free to attack anyone he wishes, even if they are already engaged. He will gain a temporary +2 Bonus to his COMBAT SKILL if the enemy has already fought one attacker, +4 if the enemy has already fought two and +6 if the enemy has already fought three.

A maximum of four characters can attack one enemy at any one time. A character may not attack one enemy if he has already been engaged in combat by another – he has to attack the enemy who attacked him.

Once the bonuses to COMBAT SKILLS have been worked out, combat takes place as normal.

After every character has fought a combat at least once, a new round of combat begins. If a character is no longer engaged (because he has defeated the enemy he was fighting), he may move to attack another.

Engaging Many Enemies
A character can intentionally choose to engage in combat with multiple opponents if he is currently unengaged, diving forward into their midst. This is dangerous but very heroic!

All of the enemies will count as being engaged by the character and they will immediately receive a +2 Bonus to their COMBAT SKILL for every enemy present after the first. Up to four enemies may be engaged in this way.

Fighting Without a Weapon
If you are ever forced to enter combat without a weapon in hand, you will suffer a –4 penalty to your COMBAT SKILL. If you are able to find an improvised weapon, such as a table leg, chair or a branch, then the penalty to your COMBAT SKILL is reduced to –2.

Slings & Arrows
Some weapons can be thrown or fired, such as bows, daggers and slingshots. This allows characters to defeat their enemy at range – safely, as long as the enemy does not close the distance or does not have ranged weapons of their own!

Ranged combat is very similar to the close combat described before. Characters act in order of their COMBAT SKILL, choosing who to target. You may never Gang Up or Engage Many Enemies when using a ranged weapon. Every character may choose to attack with a ranged weapon, even if they have already been attacked by a ranged weapon.

Combat Ratios are worked out in the same way but the attacking character (he who is firing the weapon) will never suffer any loss of ENDURANCE.

Every time you fire a ranged weapon, remember to cross off an arrow, stone or whatever ammunition it uses from your *Action Chart*.

In Battles
Ranged weapons are quite often used right at the start of a battle as enemies rush towards one another. However, once a character is engaged in close combat, he may not use ranged weapons at all. He must switch to a normal weapon.

It is possible for you to use a ranged weapon throughout a battle, so long as you are not engaged in close combat by an enemy. You may use your ranged weapon against an enemy already engaged by one of your allies but your COMBAT SKILL will temporarily drop by 6 points during the attack, as you will be trying very hard not to hit your friend!

Healing

Once injured, you will want to be fighting fit and back on your feet again as quickly as possible. However, healing usually takes time.

Natural Healing

Under normal circumstances, you will regain all lost ENDURANCE points at the end of an adventure. However, there are quicker ways to be healed.

Kai Discipline of Healing

As described on p11, you can enter a meditative trance to regain ENDURANCE points, though this is a slow process and it can leave you vulnerable to enemy attack while you are in the trance. You can also help others heal, though to a lesser extent.

Laumspur

Potions of Laumspur immediately restore 4 ENDURANCE points for every dose taken. This is the best way to be healed but such potions are rare and expensive. There are other herbs and magical remedies that can heal damage in Magnamund but first you will have to find them.

Chapter Four :

Kai Training

You begin the game as an Initiate in the Order of the Kai. While you have a long way to go before you can consider yourself to be a Grand Master of the Order, you are not an absolute beginner either, as your five Kai Disciplines show. The ranks of the Kai Lords and the titles they are granted at each level of their progress, are shown here.

Rank / Number of Kai Disciplines	Kai Title
1	Novice
2	Intuite
3	Doan
4	Acolyte
5	Initiate (you start here)
6	Aspirant
7	Guardian
8	Warmarn or Journeyman
9	Savant
10	Master

Beyond these ranks are the levels of the Magnakai and Grand Masters. These advanced Kai Lords, who having mastered all of the basic Disciplines, are capable of some incredible and supernatural feats. Magnakai's and Grand Masters are detailed in Book Three: Heroes of Magnamund.

Getting Better

As you engage in missions for the Order of the Kai, you will gain experience in dangerous situations and get better at handling them. This is represented by increases in your Kai Rank.

After you successfully complete each adventure, you will rise by one Rank, gaining another Kai Discipline in the process. Choose your new Discipline from the list in Chapter Two and note it on your *Action Chart*.

You will also find that many of the other Disciplines you already have get a little better, allowing you to do more things or achieve them more easily.

If you do not complete an adventure successfully (but you still manage to survive!), you will not increase in Rank and will not gain a new Discipline.

CHAPTER FIVE :

ADVENTURING

Having read this far, you now know almost everything you need to in order to begin playing Lone Wolf. You know how to make Tests, how to create a Kai Lord and how to fight in combat. There are just a few other things to learn that may come in very handy from time to time.

CLIMBING… AND FALLING

Sometimes you have to think (and travel) vertically; whether you should climb a tree to get a better look at the surrounding area, or scale a wall or a cliff in order to carry on with your mission.

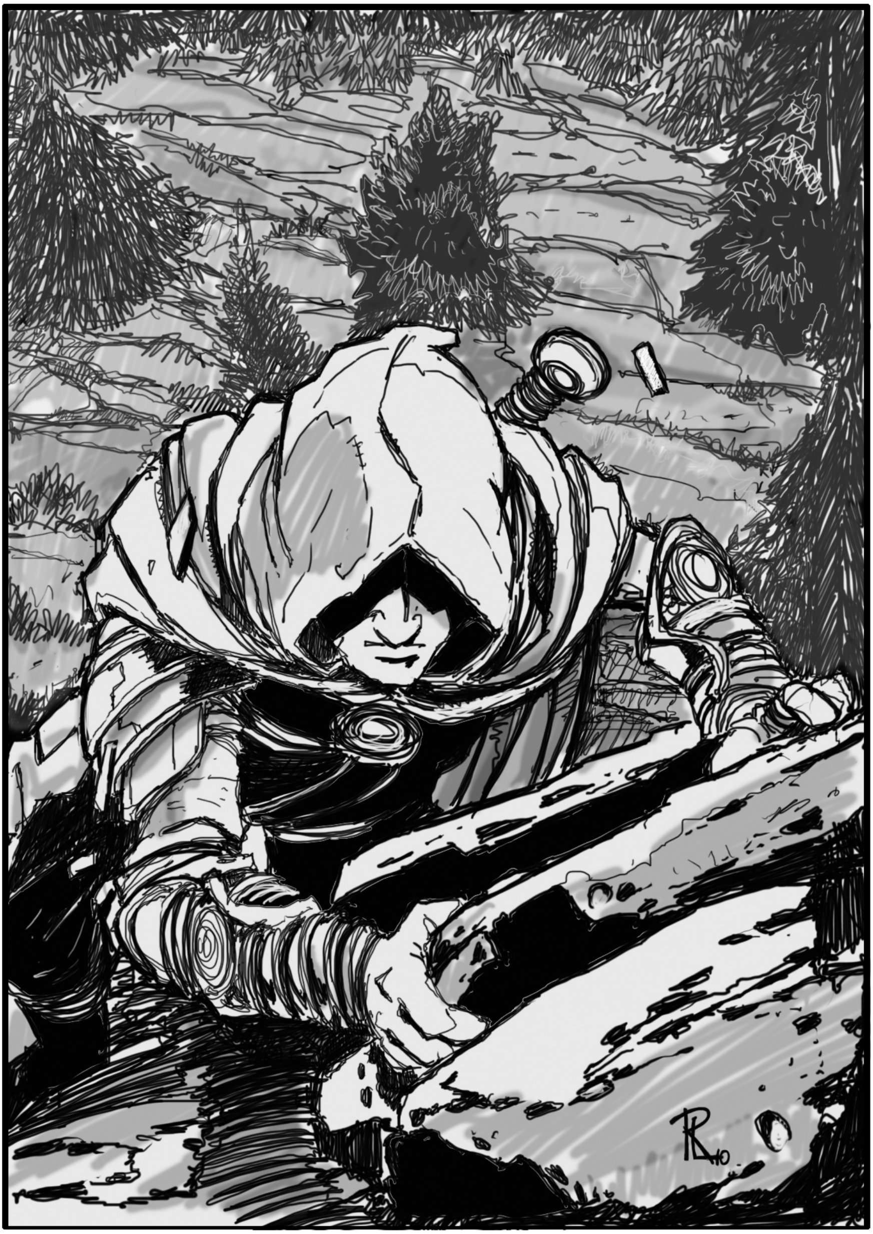
In order to climb something, make a Test, adding your COMBAT SKILL as a Bonus for every 10 metres you want to go up.

Your Games Master will inform you of the Difficulty of the climb but, in general, you can assume something as easy as a tree will be Difficulty 15, while a sheer, wet cliff in the middle of a storm may be Difficulty 25 or even 30.

Unfortunately, what goes up often comes down. You may lose your grip when trying to climb a sheer cliff, or you may fall foul of a pit trap in an underground tomb. Either way, once this happens, there is not much you can do until you hit the ground (although your Games Master may allow you a Luck Test in order to grab a branch or something similar as you fall).

Hitting the ground after a high fall hurts. A lot. For every five metres (or part of five metres), that you fall, pick a random number. This is how many ENDURANCE points you will lose upon impact.

If you fall a distance of two metres or less, you will not lose any ENDURANCE at all.



Poison and Disease

Many creatures in the wildernesses of Magnamund have poison-tipped claws, poisonous venom or are carriers of virulent diseases. Towns and cities can prove to be equally hazardous places, with assassins targeting Kai Lords with poison or plagues running rampant in some areas.

Poison and disease are treated in the same way in this game. The only difference is that poison will normally effect you straight away and then leave you alone, while a disease takes at least a day to have any effect but will stay with you until you manage to develop a limited immunity to them.

All poisons and diseases have a Difficulty – this is the Test you must make to avoid their effects, using your current ENDURANCE as a Bonus. The Test is taken immediately after you have been poisoned or are at risk of being infected by disease.

If you succeed, you suffer no ill effects and can continue adventuring. If you fail, the effects of the poison or disease will be felt. Most poisons simply cause you to lose an amount of ENDURANCE, as do some diseases. Others have very special effects, such as making you blind, bed-ridden, repulsive to look at or all three! The exact effects of a poison or disease will be noted in its description.

Once you have suffered the effects of poison, you can usually ignore it from then on (unless it has killed you!). Disease is a little different. At the start of every day in which you are infected by a disease, make another Test, using your ENDURANCE as a Bonus, against the disease's Difficulty. If you succeed, you have shaken the effects of the disease and are no longer infected (though there is often a chance that you can be infected again in the future). If you fail, the effects of the disease are applied again.

You will find the very worst diseases are those that, among other things, steadily reduce your ENDURANCE, almost guaranteeing that you will succumb to them in the end, unless you find a cure…

Lighting Your Way

Even Kai Lords cannot see in the dark (generally speaking, at least) and your missions may take you into the darkest regions of Magnamund, be they under the canopies of brooding forests, or underground in long lost ruins. In these circumstances, you will find it useful to have something to light your way.

A torch or lantern will light an area approximately 20 metres around you, which is normally far enough to detect enemies without them being able to ambush you. You should always carry spares, as accidents can happen and a doused torch can spell your doom if you are in the middle of a fight.

If you find yourself fighting in the dark, your COMBAT SKILL will drop by 8 points until you can see clearly again. Note that there are many creatures that can see quite well even in pitch blackness and so you may be at a very serious disadvantage.

Breaking Things

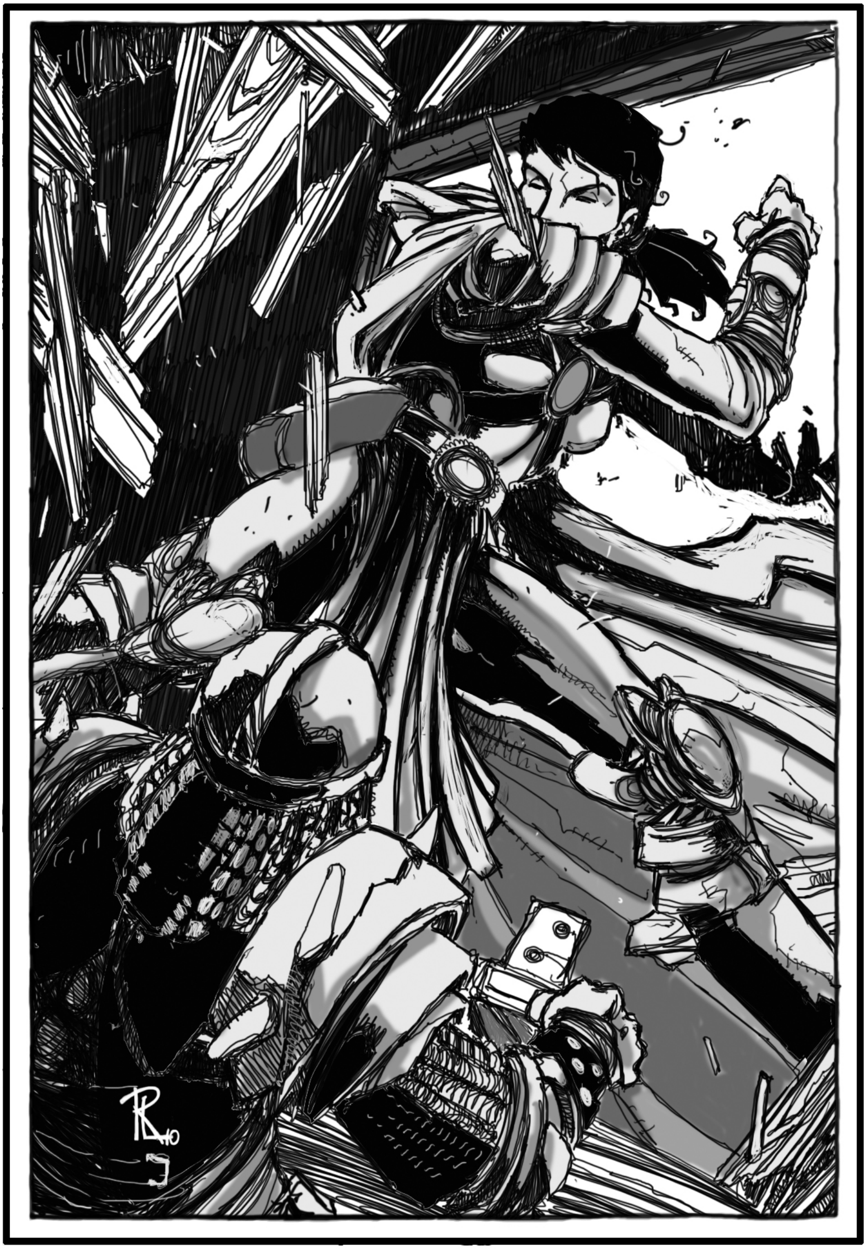
Whether it is a door barring the way, a tasteless stained glass window or a chest containing gold, at some point you are going to want to break something.

Whenever you try to break something, make a Test. The Games Master will decide on the Difficulty, based on how tough the object is. He may allow you a Bonus if you use a suitable implement to help you or otherwise weight the odds in your favour. A +2 Bonus for using an axe against a wooden door would be reasonable, for example. Asking for the same bonus while wielding a dagger would not.

As a guide, a flimsy barricade may have a Difficulty of no more than 4 or 5, whereas a tough iron-bound door in a castle may have a Difficulty of 10, 12 or even higher, depending on its condition and construction.

Travelling

For the most part, you will not have to worry about travelling. You will know where you need to go for your mission and the Games Master will simply announce you have arrived, so you can get on with the adventure. Walking, after all, is quite boring and, aside from the occasional ambush planned in advance by the Games Master, we can ignore most of it in this game in order to get straight to the exciting bits.



Sometimes, you may need to know how long it takes to get somewhere, however. You may be engaged on a mission, for example, and you might need to work out whether you have time to travel back to the Kai Monastery to warn of an imminent attack, or whether you will not be able to reach it in time and so be forced to find another solution.

In general, you should be able to cover about 25 miles every day if on foot and 40 miles if on horseback (there are other more exotic, forms of travel in Magnamund but we will cover those at a later date).

This assumes you are using a road or the ground is relatively easy to traverse. If you are travelling through rough terrain, such as mountains, swamps or thick forests, you will likely travel only 10 miles a day on foot and about the same on horseback (horses do not like rough ground).

A ship or boat will typically travel 40 miles a day, sometimes more depending on the prevailing winds, but they will be subject to powerful currents and storms which could decrease this to almost nothing if they should strike.

Trading

By and large, the Kai Monastery will provide everything you need to complete your missions. The Order of the Kai is famously self-sufficient. However, you may find yourself far from the Monastery and in need of a vital piece of equipment. In such cases, you may want to find a trader and purchase what you need.

The following is a listing of what can be found among traders in a typical town or city and what they will usually charge. All prices are in Gold Crowns, the currency of Sommerlund.

ARMOUR (COUNTS AS SPECIAL ITEM)	PRICE
Chainmail Waistcoat (adds 4 to your ENDURANCE)	45 gc
Helmet (adds 2 to your ENDURANCE)	15 gc
Shield (grants +2 Bonus to your COMBAT SKILL)	10 gc

WEAPONS	PRICE
Axe	8 gc
Bow	25 gc
Broadsword	25 gc
Dagger	2 gc
Mace	10 gc
Quarterstaff	1 gc
Short Sword	7 gc
Spear	2 gc
Sword	10 gc
Warhammer	10 gc

BACKPACK ITEMS	PRICE
Lantern	1 gc
Meal	1 gc
Potion of Laumspur (one, restores 4 ENDURANCE)	5 gc
Rope (17 metres)	2 gc

SPECIAL ITEMS	PRICE
Arrows (x12)	1 gc
Backpack	2 gc
Bedroll	1 gc
Belt Pouch	1 gc
Horse	250 gc
Quiver	1 gc

Chapter Six :

Tactics & Strategies

Once you have mastered the basic rules of *Lone Wolf* (and they really are very easy), you are going to want to know how to play the game *well*. This means using solid tactics when facing your enemies and learning how to shift the odds in your favour when confronted by seemingly impossible challenges.

Choosing Disciplines

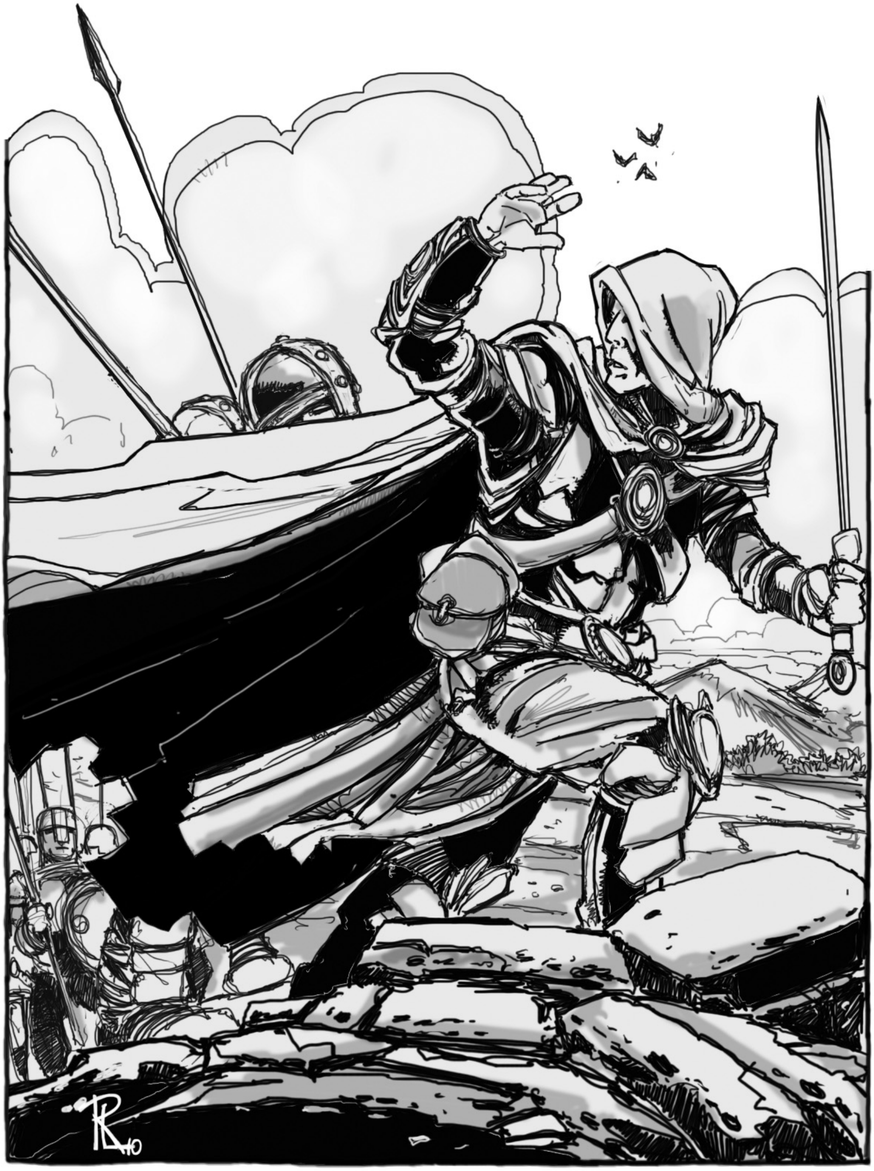
The first step is ensuring that you have a wide range of abilities among the other players. Do not choose the same Disciplines as the other players, simply because you think there are five Disciplines better than all the rest (there are not, they equally have their uses).

Instead, make sure that every Discipline has been chosen by at least one player and, preferably, two. This will give your group the best spread of abilities possible and ensure that if one player gets separated from the rest, or is killed, then the remainder will not suffer too badly as a consequence (because the lost player was the only one with Healing for example).

Combat

As you travel throughout Magnamund, completing adventures and succeeding in quests, you will find that there are many creatures that are largely immune to some forms of attack and vulnerable to others. These you will mostly discover through experience, battling with them to find out what their strengths and weaknesses are, then remembering how you succeeded the first time should you find yourself facing them again.

Such knowledge is gained only through experience. There are, however, some things you can do in order to improve your chances of survival right from the start.



Battles

Study the combat rules in Chapter Three and learn how Ganging Up and Engaging Many Enemies work. These can often swing difficult battles in your favour, either by allowing you to concentrate all players against a single tough enemy, or cleave through many weaker ones without slowing you down or delaying you from your mission.

Watch what happens during a battle carefully and, more to the point, watch out for one another. If one of your fellow players suddenly gets mobbed by three Gourgaz, do not wipe your brow in relief as you charge into a bunch of Giaks, thankful that they did not pick on you. Remember, you are a hero! Finish off those Giaks as quickly as you can and then take on one of those Gourgaz, doing anything you can to help your comrade out.

After all, you never know when it will be you that needs help…

Endurance

When you reach 0 ENDURANCE in Lone Wolf, you are dead. It is the end, the finish, complete oblivion. Nothing more to do except create another Kai Lord (starting back at Rank 5 as well!).

So, the obvious solution is to never let yourself get that low on ENDURANCE. Do not treat your Laumspur or Healing Disciplines as silver bullets – use them as soon as you need them. After all, it is difficult to be healed in combat and you never know when a massive amount of damage might be coming your way. If you are at full ENDURANCE, you might just survive it. If you have been going around with ENDURANCE of about half of your normal total because you were saving a potion for 'later', you might end up feeling pretty foolish.

Gaining Bonuses

Figuring out how to apply Bonuses to Tests is a big part of this game and you should always be on the look out for ways to tilt the odds in your favour. Bonuses generally come from one of two sources – your Disciplines and your own inventiveness.

Disciplines

Some Disciplines are easy to use in *Lone Wolf*. For example, Mindblast always adds 2 to your COMBAT SKILL when used against an enemy that is not immune to it. The rules for Healing are quite comprehensive and allow you to restore ENDURANCE for yourself and others. But what about the other Disciplines?

The description for Camouflage, for example, tells you that you can pass undetected in the countryside. But how do you apply that in a game?

Let us imagine there is a Giak patrol a little ahead of the players in the forest. They need to get past the Giaks in order to continue with their mission but there are too many to fight. Instead, the players decide they will try to sneak past.

The Games Master might decide that this is a Difficulty 6 Test – the Giaks are not particularly alert but there is always a chance that one of the players will step on a dry twig and get their attention. However, players with the Camouflage Discipline will gain a Bonus to the Test because this situation directly uses their talent in the Discipline.

The same might be true for applying Hunting to following a suspected criminal, Sixth Sense for detecting an ambush, Animal Kinship for calming a wild dog and so forth. It is up to you to decide which Discipline might apply to any given situation but be ready to justify your choice – the Games Master is always the final judge as to when a Discipline can apply and when you are trying a little too hard to make it fit!

Under normal circumstances, the Bonus you get in a Test related to a Discipline you possess will be equal to your Kai Rank divided by two, rounded down. So, when you first start out at Rank 5, you will be getting a +2 Bonus to such Tests.

Other Factors

Using your Disciplines will account for most of the Bonuses you get to use in Tests. However, there are other ways you can swing the odds in your favour, using guile and ingenuity!

Your Kai Lord is far more than just the sum total of a few Disciplines, a COMBAT SKILL and an ENDURANCE score. He is a living, breathing person in a dangerous world and it is up to you to make sure he is smart and can figure things out!

Whenever you are called upon to make a Test and it seems as though none of your Disciplines will be suitable, try to see if there is something else your character can do in order to make things easier for himself. Most of this will be common sense, as you will see, but the key is always to think of a better way of doing things before you actually try to do them – not when you have already failed and it is too late.

For example, wading across a fast-flowing stream can be difficult – but it gets easier if you use a rope to stop you from getting swept away. In this situation, you might ask your Games Master if a +2 Bonus to the Test would be suitable.

Travelling quickly across deep snow is difficult without getting bogged down – but by wearing snow shoes, your Games Master may allow a Bonus.

Jumping across a wide river may be extremely difficult – but by using a pole to vault across, you may be able to add a large Bonus to what otherwise might be an almost impossible challenge.

As you can see, the only limits are a) your own imagination and b) what the Games Master will allow – this normally comes down to what might realistically be possible. There is no use asking if you can cross a wide ravine by hopping on the back of a sparrow. It is just not going to happen!

Using Disciplines

Up to now, we have looked at using your Kai Disciplines in combat or in conjunction with Tests – using Camouflage to help you sneak past enemies, for example, or maybe using Mind Over Matter to help you pickpocket a key from a guard.

However, there may be times when you want to use a Discipline by itself, to do something unique that cannot be achieved any other way. For example, using Mind Over Matter to tip over a mug of ale in order to distract a guard while you are tied up in a prison cell.

These situations can be resolved with a Test, with the Games Master quickly assigning a Difficulty to the action. That said, players will always want to know whether their intended action is possible or not. Tipping a glass over with Mind Over Matter is a good use of the Discipline. Trying to move a beached wagon with the power of your mind is impossible though – it is simply too large.

The following list will give Games Masters some idea of what is possible with Disciplines and what the limits to their use should be.

Camouflage

Hiding and sneaking about with Camouflage is handled as granting a bonus whenever you make a Test to do so. However, Camouflage can be used in other ways, such as helping to find shelter or a safe hiding place when it might otherwise be impossible – do not forget, this can be done in cities as well as the wilderness.

Hunting

As well as allowing you to never starve (expect in areas of great desolation), you can also use Hunting to try to recall useful information about the animals, creatures and dangers of specific areas. When confronting a creature (so long as it is not conjured from another world) you may try to recall information on its habits, weaknesses and methods of attack.

Sixth Sense

You should periodically remind the Games Master that you have Sixth Sense, as he may tell you that your character is starting to get a ‘bad feeling’ when the other players are fairly oblivious to any dangers. This is normally handled by the scenario you are playing and the Games Master will be told when to let players know that their Sixth Sense is trying to tell them something.

Tracking

If you are looking for someone or a specific location in a strange city, most players may be at a loss of where to start without asking around. However, if you have Tracking, you can try to ‘follow your nose’ and be led to the person or place you are looking for (though this might be quite difficult – an obscure person in a very large city may have a Difficulty of 9 or more to find).

Healing

As well as treating wounds on yourself and others, Healing can be used to inform you of how badly wounded another person or creature is.

Weaponskill
This is primarily used in combat but you may find Weaponskill useful in recalling the tactics or weapons that certain armies or creatures tend to use.

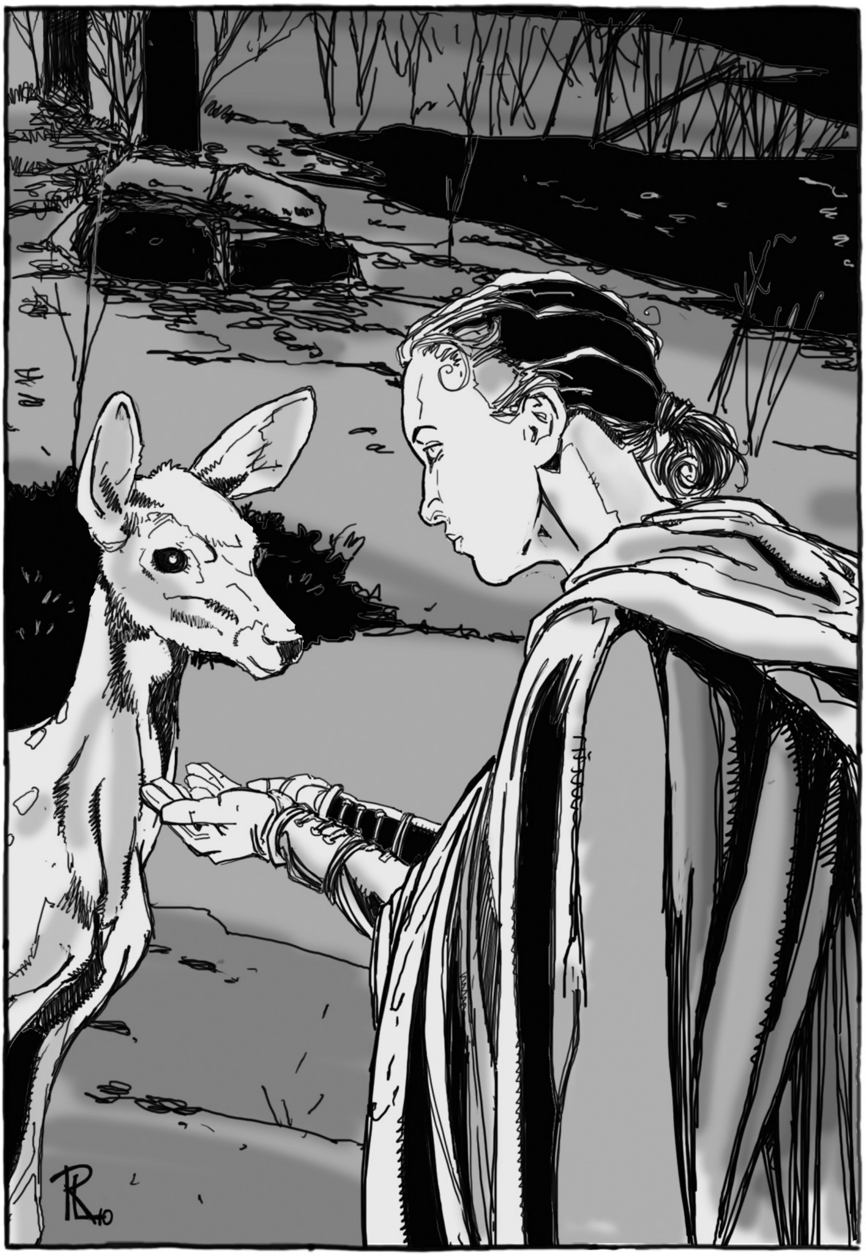
Mindshield and Mindblast
Both are used only in combat (though the Games Master may allow you to use one or the other in very special circumstances – these are normally dictated by the scenario being played).

Animal Kinship
Almost everything you do with this Discipline will be unique and impossible to replicate by other means, as it gives you an almost supernatural ability to communicate with some animals and at least be able to guess what others intend.

Mind Over Matter
Only small objects, up to the size and weight of a single book or bottle of liquid, can be moved with this Discipline. Larger objects are simply not possible. Very small objects or very complicated actions with a small object (such as trying to move the mechanism of a lock) should be quite hard Tests (Difficulty 8 or 9, perhaps).

Finally, you may want to use Mind Over Matter as a weapon, by throwing a small stone at an enemy. This may well cause a distraction but Mind Over Matter cannot throw an object with enough force to cause any actual damage.

New Uses for Old Disciplines
Players are ever inventive and will always come up with new and interesting uses for their Disciplines. The Games Master should always be the final judge in whether a specific action is possible with Disciplines, using the previous limitations as guidelines. His word is the law!



Chapter Seven :

Being The Gamesmaster

So, you have volunteered to be the Games Master, have you? The Games Master is the cornerstone of the *Lone Wolf* game. Using the film analogy in the Introduction, the Games Master is the director and narrator of the stories told in the game. He is also an actor who takes the part of every character who appears, except those played by the players themselves. His power over the world in which the game takes place is god-like and yet his responsibility is just as great.

As the Games Master, you will have a little more preparation to do before the game starts. After all, the players need only create a single character – you have to manage an entire world!

The first thing you should do as a Games Master is learn the rules. Fortunately, there are very few to learn in *Lone Wolf* but you should aim to know them at least as well as any of the players.

Second, you should read this chapter thoroughly. It is not very long but it details what you have to do in the game, as well as introducing you to some rules that the players do not need to know.

Finally, you should familiarise yourself with the adventure in Chapter Eleven. This is an easy adventure to get to grips with and it assumes you have never been a Games Master before, so it is ideal to use for your first game.

Playing the Game

Most games of this type are played around a table, with the Games Master at the head. This means there are few distractions, everyone will be facing one another and there will be a solid surface for players to write on their Action Charts and for you to make notes. Some prefer to sit on chairs and settees, scattered around a room – whatever feels comfortable to you will be the best way.

Most adventures will begin with an introduction which you should read out for the players. This sets the scene for the adventure and tells the players, more or less, what they are expected to do in order to be successful. From there, the game begins.

You must remember that, as Games Master, you are the players' eyes and ears in the world of Magnamund. You must tell them what they can see, hear, smell and touch as they travel around the world. They will explain what they want to do in any given situation and you will work out whether they are successful. Have another look at the example in the Introduction that shows a game in progress – this demonstrates very well how a game is normally played.

Think of yourself as being the text in a gamebook, informing the players what is going on. The players are the readers but, instead of having to choose from three or four options at the end of each section, they can literally attempt anything they can reasonably think of.

This is the advantage of a Multiplayer Fantasy Gamebook compared to the solo varieties and even computer-based roleplaying games – there are no limits to what may be tried. Have you ever played other gamebooks or computer games and thought to yourself 'well, I don't want to *do* that!'? With *Lone Wolf,* you will never have that problem.

Characters

The players each have a Kai Lord with which to explore the world you lay out before them. You, on the other hand, play everyone and everything else. The wandering knight that the players encounter on a mission, the beggars in the streets of cities, wily merchants eager to get their hands on the players' gold, scheming villains trying to bring down the rightful rulers of the land – all of these and more will be played by you.

Because you are playing so many different characters, a good trick is to give each one a memorable trait that will stick in the minds of your players. One character may stutter, for example, while another has a deep, booming voice. A noble may speak with an upper class accent, while a thief may have a weasel tone. This is a simple thing to do but it will immediately identify who the players are talking to, without you having to introduce them each time.

To begin with, you might feel quite self-conscious being the Games Master, sitting at the head of the table and pretending to be several different characters. This is okay and everyone feels a little nervous when they first start out. Begin slowly and with easy adventures (such as the one included in this book) and add new voices for characters gradually. Your players will soon catch on and begin to enjoy the game and, from then on, things will get progressively easier!

Tests

Whenever a player wants to do something in the game, you must consider whether a Test is required or not.

Tests should only be used when the attempted action is difficult, dangerous or has some penalty for failing. For example, if a player wants to climb a ladder at the side of a building to get on to the roof, then no Test should be required. After all, anyone can climb a ladder. If, on the other hand, the player wants to climb a sheer cliff in the middle of a thunder storm, a Test would most certainly be required if he is not to fall to certain injury, or even death!

There will also be situations where a player can avoid making a Test altogether, simply by having a good idea or playing well. For example, a player may be talking to a merchant and trying to get a sword cheaper than the marked price. If the player simply says;

‘I try to get the sword cheaper.’

Then a Test will be necessary. On the other hand, if the player instead says:

‘I look over the sword carefully, pointing out any flaws or defects. I’ll tell the merchant “This is a nice enough sword, my friend, but it has a little rust which may have weakened it and will at least take some work to remove. I would like to take it off your hands but it seems a little expensive. Suppose I give you six Gold Crowns for it instead, would that seem fair?” Okay, what does he say?’

Then you might think a Test is not necessary, as the player has put quite a bit of effort into the action and has not left anything to chance. You can and should reward players for clever or inventive play in this way, allowing them to swing the odds in their favour by avoiding a random Test. Of course, whether or not this player actually succeeds in getting the sword cheaper or not is another question.

Difficulty

Whenever a Test arises, you must set the Difficulty. For most Tests, a Difficulty of 8 or 9 means a player has to be very lucky to succeed. A Difficulty of 2 or 3 can be considered to be very easy.

When a player attempts a task that you deem necessary to require a Test, consider just how difficult it sounds. Most Tests should have a Difficulty of around 4, 5 or 6. If the task seems difficult, raise the Difficulty. If it seems easy, lower it.

For example, a player wanting to jump across a narrow stream might be considered an average task, with a Difficulty of 5. Hopping across a small brook would be easier, with perhaps a Difficulty of 3. Leaping across a wide and yawning ravine might require a Difficulty of 9 (and a great deal of bravery on the part of the player!).

Bonuses

The other side of Tests are Bonuses. As Games Master, you must decide what can be applied as a Bonus to a Test and how much of a Bonus it will grant.

For example, climbing up sheer cliff in a thunder storm is a very difficult action. However if a player has access to a rope, you might allow him a +2 Bonus on the role, as it will make the action a little easier.

Your players should feel free to bring possible Bonuses to your attention and you can allow them to be quite inventive, especially when it comes to their Kai Disciplines. A player who has chosen Sixth Sense, for example, should get a Bonus when he is trying to guess if someone is lying. One who chose Healing should get a Bonus when they try to work out what type of disease has infected a friend and so on.

A Bonus should generally be between +1 and +5, with the average being +2. When deciding what a Bonus should add, always start at +2. If you feel it should only add a little benefit, make it +1. If you feel it will have a powerful effect on the Test, make it +4 or +5.

Bonuses that are being applied because of a Kai Discipline that a player has should usually be applied at half the player's Kai Rank, rounded down. So, a starting Kai Lord (Rank 5) using one of his Disciplines would have a Bonus of +2 applied to relevant Tests. An experienced Kai Lord of Rank 8 would have a Bonus of +4 applied to relevant Tests and so on.

Only one Bonus should be applied to any given Test, so players cannot simply add Bonus after Bonus until they automatically succeed!

COMBAT SKILL Tests

Some Tests already given in earlier Chapters suggest using a player's COMBAT SKILL as a Bonus. In general, COMBAT SKILL can be used as a Test for any task that requires brute strength, agility or skill in weapons. However, there are two points you should remember when using COMBAT SKILL as a Bonus.

First, always add at least 10 to the Difficulty you would normally choose for the Test, as COMBAT SKILL is much larger than other Bonuses.

Second, always use a character's starting COMBAT SKILL, without counting any additions for Disciplines or Special Items, unless you really think they will apply. For example, Mindblast will not help in dodging a trap that fires arrows and so its +2 addition to COMBAT SKILL should not be counted. A shield, however, might work very well against such a trap and so its +2 addition perhaps should count.

Luck Tests

If you cannot decide whether a Bonus should be added, or what the Difficulty of a Test should be, use a simple Luck Test, as described on p43. Whether or not a player succeeds in his mission or not can sometimes rest on a simple stroke of fate!

Remember They are Heroes

As a Games Master, you should always remember that the game is not about winning or losing and it is not about you 'beating' the players. If you pose dangerous challenges before them and end up killing off each of their characters, you will not have won. In fact everyone, including you, will have lost, as the game will be over.

The trick to being a good Games Master is getting the balance right. You want your players to feel as if they are being posed problems that require a good deal of wit and luck to get past but, on the other hand, you do not want them feeling that things are either too easy or impossibly difficult.

A good rule of thumb is to always think of them as heroes, starring in their own film. Do not put them in impossible positions with no way out and always give them at least a chance of success in what they want to do if it seems reasonable.

The greatest fun to be had in being a Games Master is dependent upon how well your players do. If they struggle against the odds and finally succeed in an adventure, they will feel really good about it – and so will you.

Your Own Adventures

After you have played the scenario in Chapter Eleven, you will be able to consider yourself a proper fledgling Games Master. We will be releasing more adventures in the future (look out for more gamebooks in this series and free adventures in our online magazine, Signs & Portents) but in order to get the most out of being a Games Master, you should also consider creating your own.

The easiest type of adventure to write in *Lone Wolf* games is the 'Mission from the Monastery.' The adventure will start off with a Kai Master giving the players a task to complete and then go on to cover how they might attain this goal. Some possible missions could be:

- Locate a noble hunting party that has got lost in the forest near the monastery.
- Investigate reports of a Giak raiding party in the area.
- Travel to a city to stop the assassination of an important ambassador.
- Escort a wagon carrying this year's taxes to the capital.
- Stop a group of bandits from terrorising local villagers.
- Track down a Kai Lord rumoured to have become a renegade.

You can also use the *Lone Wolf* solo gamebooks as inspiration for much larger adventures, crossing vast regions of Magnamund and fighting against the foul plans of the Darklords. You could even get ideas from novels and films, taking their plots and adapting them to fit *Lone Wolf* and your players.

The next three Chapters in this book detail various creatures that inhabit Magnamund, the history of the world and what lies in the immediate vicinity of the Kai Monastery. There are many things in these Chapters that might spark ideas for adventures, villains and adversaries that you can use to confront the players and wrongs they can right during the course of their missions.

Once you have become comfortable running a good game of *Lone Wolf* in which the players and yourself all enjoy the challenges you present, creating your own adventures is the next step. It can take a little preparation before a game begins but it is immensely satisfying to take your players through an adventure entirely of your own making.

Chapter Eight :

Monsters & Adversaries

Fiendish monsters and the foul servants of the Darklords – no *Lone Wolf* adventure would be truly complete without these creatures of nightmares threatening to overturn the goals of the heroes at every step.

This chapter provides a listing of creatures found throughout Magnamund, ready for the Games Master to drop into his adventures. He may also use the creatures here as a guideline when creating his own monsters with which to surprise the players.

Each creature here has a description, telling you where in Magnamund it is usually found and how it likes to fight in combat. Its COMBAT SKILL and ENDURANCE follow next, presented as a range to allow Games Masters to tweak them to suit the players (and keep them guessing as to how tough it really is!). Finally, any special rules which apply are also given.

Bandit

Wherever weak peasants settle, travel or trade, you can usually find others willing to prey on them. Bandits form groups all over Magnamund, hitting at those unable to defend themselves, before retreating when real resistance appears. The soldiers of various nations constantly patrol to keep bandit activity to a minimum but they can never be everywhere at once.

COMBAT SKILL: 15–17 ENDURANCE: 23–28

Bandit Leader

Whenever bandits gather, there is always one with a little more charisma than the others. In a surprising show of democracy, bandits often elect such leaders, who will lead their group to steady pickings or pay the ultimate price for failure. Bandit leaders can be dashing characters who choose to live outside the law but more often they are vicious and evil, keen to take advantage of anyone they can bully into submission.

COMBAT SKILL: 17–20 ENDURANCE: 28–30

Bear

Black and brown bears are quite common in the forests of Sommerlund. While preferring to shun the presence of humans, retreating further into the trees, a bear that has been cornered or wounded can be a fearsome enemy.

COMBAT SKILL: 17–20 ENDURANCE: 28–30

Burrowcrawler

These gargantuan worm-like creatures are a bane to farmers and travellers anywhere on Magnamund where the earth is soft enough for them to tunnel through. Capable of moving underground at great speed, Burrowcrawlers have caught many heroes in their grasping tentacles. Burrowcrawlers resemble insectoid earthworms with a dozen tentacles and six segmented legs.

COMBAT SKILL: 16–18 ENDURANCE: 7–10

Crypt Spawn

These loathsome creatures can be summoned by Darklords from the Plane of Darkness, the terrifying abode of their evil creator – the Dark God Naar. Completely insane and utterly hostile to any creature not allied with their masters, the first instinct of Crypt Spawn is to attack. Though they are telepathic, Crypt Spawn rarely communicate intelligently.

COMBAT SKILL: 22–26 ENDURANCE: 38–42

Special Rules: Crypt Spawn are immune to Mindblast.

Doomwolf

Specially bred within the Darklands, doomwolves are used primarily as mounts to carry giaks into battle but are also allowed to roam freely in packs so as to serve as vicious patrolling guards. They are easily trained and intimidated by their cruel masters, turning their anger upon innocent victims. Doomwolves are both fast and powerful and just one of them can easily bring down a horse or armoured human.

When operating in packs, doomwolves demonstrate a high degree of cunning and even forethought. They can be observed laying ambush to victims, after having tracked them for many hours to a place where they will be at their most helpless. When used as mounts by giaks, they respond well to commands, though no other race has been able to tame them.

COMBAT SKILL: 13–17 ENDURANCE: 20–26

Special Rules: Doomwolves can see in the dark.

Drakkarim

The Drakkarim are the human servants of the Darklords, pledging themselves to evil and swearing to die in its service. They are fanatical in their devotion and are known for never giving up, no matter the odds. They take to the field in black iron armour, acting as foot soldiers or archers, causing great carnage wherever they are unleashed

COMBAT SKILL: 15–18 ENDURANCE: 23–35

Special Rules: Drakkarim Archers use Bows.

Drakkarim Captain

Trained in the arts of war by the finest military minds of the Drakkarim, these warriors are not promoted from the ranks but selected at a very young age to command. They are subjected to worse punishment and living standards than even other Drakkarim, hardening them and making them utterly without pity.

A Drakkarim Captain can be spotted by his cragged shield and red-plumed helmet with ornate death-mask. They often ride Kraan into battle.

COMBAT SKILL: 17–20 ENDURANCE: 25–40

Giak, Mountain

Mountain Giaks form the bulk of the troops available to the Darklords of Helgedad and stream out of the infernal city in huge warbands when called to fight the enemies of their masters. Their ancestors were slaves of the Darklords, forced to build the city of Helgedad and only the strongest survived the heat and poisonous atmospheres. Today, they are callous soldiers who take delight in mindless destruction and killing, the scourge of all civilised nations bordering the Darklands.

Left to their own devices, mountain Giaks will maim, pillage and burn to their heart's desire, for there is nothing they truly enjoy doing more, and it takes an incredibly strong giak leader to suppress their natural tendencies. However, they can make for devastating assault troops when gathered in great numbers and led by the more powerful forces of the Darklords, such as senior Drakkarim or Vordaks.

COMBAT SKILL: 9–16 ENDURANCE: 9–18

Special Rules: Giaks can see in the dark. They also gain a +2 Bonus to any Test involving hard physical activity or resisting poison and disease. Giaks may also ride Doomwolves. If they do so, treat them as a single creature but add 4 to the Giak's COMBAT SKILL and 10 to its ENDURANCE.

Gourgaz

Armoured with thick grey-scales, Gourgaz are a swamp dwelling race who have been harnessed by the Darklords of Helgedad to become their main shock troops in battle.

Gourgaz are utterly fearless and ruthless in battle and will never retreat from a fight. Their cold reptilian minds know no pity and they will eagerly butcher soldier and innocent alike to satiate their blood lust. Gourgaz favour giant black axes in battle, though other weapons are sometimes forged for them in the black depths of Helgedad.

COMBAT SKILL: 18–22 ENDURANCE: 28–35

Special Rules: A Gourgaz is immune to Mindblast. Its scent also increases the COMBAT SKILL of any Giaks in the same battle by 2.

Guard/Soldier

Employed by governments or nobles to protect their interests, guards and soldiers exist in every nation and are equipped in a variety of uniforms. However, they all serve the same purpose, with varying degrees of diligence and morale and often pose a barrier to the goals of heroes.

COMBAT SKILL: 14–18   ENDURANCE: 21–25

Guard/Soldier Officer

Either working his way up through the ranks or born into privilege, officers are skilled at commanding groups of men, wielding them as an effective fighting unit. When under attack, a good officer will realise that he may have to fight himself, demonstrating his willingness to share in the risks that his soldiers take and boosting their morale.

COMBAT SKILL: 19–21   ENDURANCE: 29–32

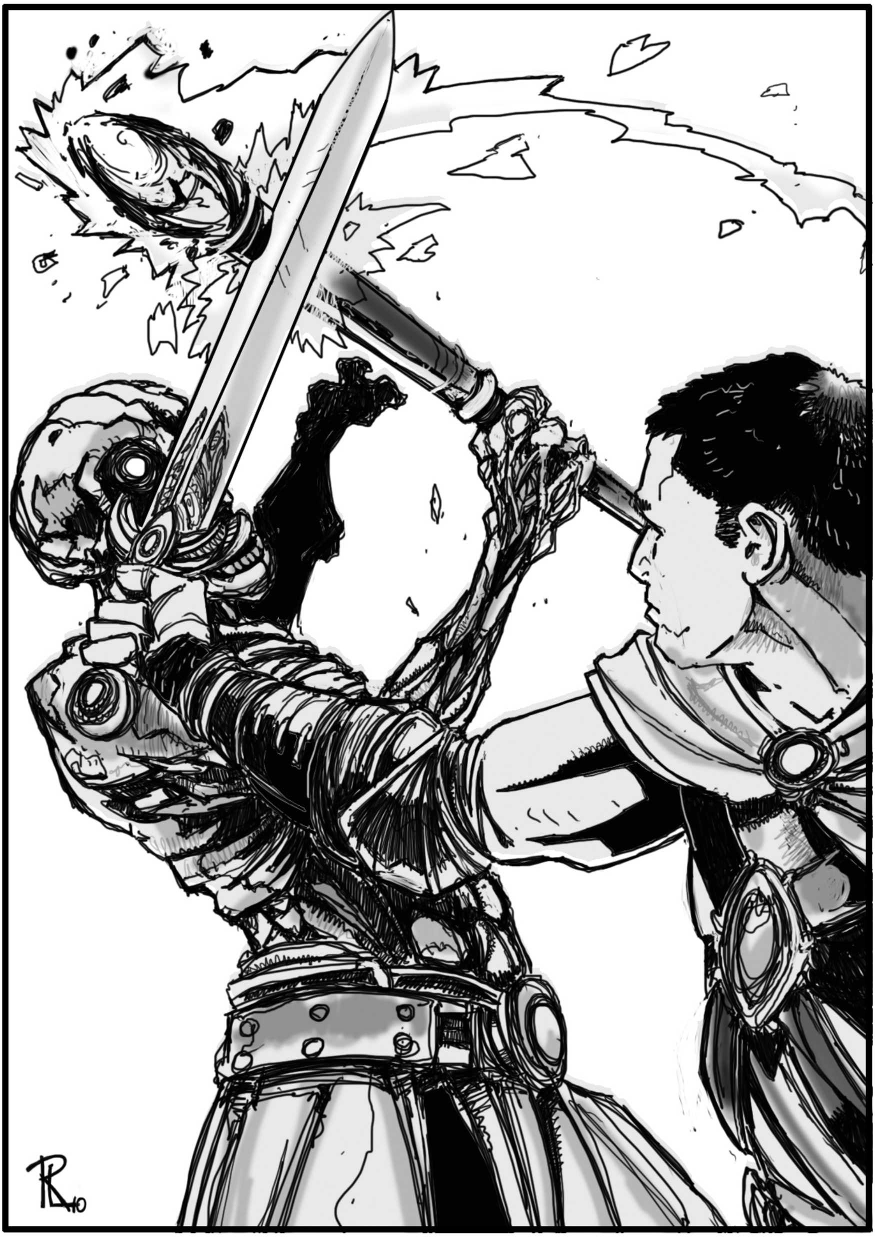
Helghast

One of the greatest assets available to the Darklords, Helghasts have spread throughout Magnamund where their influence shapes the downfall of nations. Their ability to shape-change allows them to destabilise governments from within and bring about the defeat of an enemy without lifting a single black blade. The natural form of a Helghast is of a rotting, skeletal human with blazing sockets instead of eyes.

They are able to summon a Bluefire Spear from Helgedad no matter where they are in Magnamund, a five foot shaft of black iron topped with a carved stone head. Using this, they can launch a malevolent blast of blue fire at their enemies.

COMBAT SKILL: 21–23   ENDURANCE: 30

Special Rules: Helghast possess the Mindblast Discipline. It cannot lose ENDURANCE to non-magical weapons and its blistering touch will double the ENDURANCE loss of any character that fights it in combat. It may use its Bluefire Spear as a ranged weapon, again doubling any ENDURANCE loss it causes. Finally, it may take the appearance of any humanoid creature it chooses.



Kraan

Commonly called black wings, Kraan are giant reptilian creatures that perpetually circle the skies of Helgedad, a sub-species of the larger Zlanbeast. Tamed by the Darklords, they are used as aerial scouts, soaring high above bordering nations to report on the actions of enemies. A healthy Kraan is easily capable of ranging over 150 miles in a single day. They are also sometimes used as flying mounts by the vordak, from which they scream down upon foes to rend them apart in seconds.

Kraan will circle prey for hours, often at such high altitude that they appear to be little more than crows or vultures, black specks in the sky. When launching an attack, Kraan prefer to dive at great speeds towards their enemies, making a vicious bite before soaring off once more. Flocks of kraan will take turns at diving on a victim, never allowing them to recover from one attack before facing another.

COMBAT SKILL: 15–18 ENDURANCE: 22–28

Special Rules: If a Kraan dives down from the sky to attack, it will add 2 to its COMBAT SKILL in the first round of combat.

Szall

The Szall are the cast offs of the Darklords, an experiment to create a new slave race that went wrong. Similar to Giaks, the Szall are weak and small, and made poor servants or warriors. Discarded by their masters, they left the Darklands and scraped a living in the wildernesses of Magnamund. They are a constant nuisance to farmers and travellers wherever they live but are rarely a serious threat. Unlike Giaks, Szalls are capable of natural reproduction. Giaks are spawned in huge vats in the fortresses of the Darklands and have no natural reproductive capability.

COMBAT SKILL: 5–8 ENDURANCE: 7–10

Special Rules: Szall can see in the dark.

Thug/Street Thief

The urban equivalent of bandits, thugs bully others into handing over their possessions and usually work in gangs conducting protection rackets on local shops or organising pick pocketing sprees. They are unused to victims putting up any kind of resistance and will often flee against superior opposition.

COMBAT SKILL: 12–16 ENDURANCE: 18–23

Vordak

Created in the spawning pits of Helgedad, the Vordak are vile undead created from a single gem – when a Vordak is killed, it reverts back into the form of this gem. Vordaks are the lieutenants of Darklord armies and often lead Drakkarim or Giak regiments into battle.

When wreathed in their red cloaks, a Vordak can sometimes pass for a human. However, they have glowing, blood-red eyes and exude an undead aura.

COMBAT SKILL: 17–19 ENDURANCE: 24–28

Special Rules: Vordaks possess the Mindblast Discipline. They will automatically regain one point of ENDURANCE every round in combat. When not in combat, they can fully heal themselves within an hour. Anyone touching a Vordak Gem within one minute of its death will automatically lose 4 points of ENDURANCE.

Warhound

Bred to fight, warhounds are extremely loyal to their masters and absolutely savage to their enemies. A pack of warhounds can bring down even the greatest warrior, his blows raining off their backs which are protected by crude leather armour.

COMBAT SKILL: 16–18 ENDURANCE: 24–27

Zlanbeast

Related to Kraan, the Zlanbeasts are larger and much tougher. Each Zlanbeast carries in its vile heart the power of ancient dragonblood, transforming it into a powerful creature capable of decimating entire armies or settlements.

Zlanbeasts serve only the Darklords and their most powerful servants, often as mounts. Similar to Kraan, Zlanbeasts are huge winged reptiles with long, vicious talons and piercing eyes of darkness.

COMBAT SKILL: 20–24 ENDURANCE: 38–50

Special Rules: Zlanbeast can see in the dark and automatically regain one point of ENDURANCE every round in combat. When not in combat, they can fully heal themselves within an hour.

Chapter Nine :

The History of Magnamund

In the silent darkness before the creation of Magnamund, a titanic struggle raged between the formless, shapeless gods of Good and Evil. Ageless and unceasing was their conflict until the Peace of Ishir heralded an uneasy truce between the powers of life and death. Goddess Ishir, High Priestess of the Moon, sealed a promise with Naar, the King of the Darkness, by which their endless war might cease. A great vessel was shaped from the truth of her pledge into which Naar infused the essence of his terrible power. Their creation became Aon, the Great Balance, and from this seed grew a universe filled with light and dark, life and death, hope and despair. The Lords of Good and Evil looked down upon Aon in wonder and so greatly did they desire to enter and control their creation that the Peace of Ishir was ended and their struggle born anew.

The many jewels of Aon shone brightly in the darkness and swiftly were they claimed by the gods. As one world fell to Evil so another was saved by Good until just one, the brightest jewel of them all, remained unclaimed and unconquered. The great powers marshalled their forces in preparation for the final momentous battle that would decide the fate of Aon, for control over the last world would tip the balance in favour of the victor and banish the defeated gods to the void from whence they came. So it was that Magnamund, the last free world of Aon, became a battleground of the gods, the keystone of power in the war between Good and Evil.

The forces of the noble God Kai, Lord of the Sun, were the first to enter the primeval world of Magnumund and in doing so became mortal creatures. They chose to dwell in the depths of the ocean where they took the shape of sea dragons, massive in size and power. Kai spoke to Nyxator, a dragon of immense wisdom and warned him of the birth of evil amidst his brethren. Nyxator led the true dragons onto the land and created the realm of Cynx, to avoid the evil spawn of Naar who were hatching in the depths of the sea. In his wisdom, Nyxator created the

Lorestones in order to preserve the powers bestowed upon him by the great God Kai. The dragons of Naar emerged from the sea and waged war on Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped and rallied his brothers to fight again but he was finally defeated and forced to take refuge in the molten core of the planet. The dragons of Naar burned and savaged the land, laying all to waste in an orgy of triumphant destruction. In doing so, they sealed their own fate, for they were now mortal creatures.

Following their extinction, the King of Darkness sought to destroy Nyxator by other means. He caused the land to seethe and boil, to erupt, twist and tear. For 2,000 years Magnamund was tortured but refused to yield its hidden refugee. In desperation, Naar sent forth his most powerful servant – Agarash the Damned. In the year 6700 MS, he arose and conquered Southern Magnamund, creating the Doomstones in mockery of the Lorestones of Nyxator. In the depths of his fortress of Naaros, he used them to breed a legion of dreadful forms – the Agarashi, the Creatures of Darkness. They were let loose upon the ravaged land and nowhere was safe from their insatiable hunger. The power of Agarash grew unchecked; he forged great weapons of power and raised the dead to do his bidding. He became invincible but still his purpose was unfulfilled – Nyxator still lived.

In the year 5248 MS, with all Magnamund at his feet, Agarash began the Great Hunt. His search took him to the depths of the world and culminated in a fiery duel at the very core, in which Nyxator was slain and the Lorestones captured. For 200 years Agarash sought the means of destroying the Lorestones. They were the last vestige of Good in Magnamund and their destruction would bring total victory to his master. For the gods Ishir and Kai, it was the nadir of their struggle. Yet, in the depths of their desperation, they conceived a new power to save their cause – the power of magic.

In the year 4570 MS, the gods Ishir and Kai sent forth the magical Elder Magi to challenge the mighty Agarash, servant of Darkness. They planned and undertook a daring assault upon his fortress of Naaros and recaptured the stolen Lorestones while he slept, entranced by his spells. Enraged to a terrible fury, Agarash unleashed his Creatures of Darkness and waged a horrific war upon the Elder Magi that lasted 1,000 years. Outnumbered by their foes, the Elder Magi used their powers to devastating effect by charming the Agarashi and turning them against one another. It was thus that they brought about the downfall of Agarash and the destruction of his fortress in 3572 MS.

With the ruin of the Agarashi Empire, the pendulum of fate swung in a favourable arc towards the powers of Good. The land became stable and fertile, flora and fauna grew in abundance and the Elder Magi grew in wisdom through the study of the Lorestones. The Age of the Old Kingdoms welcomed the arrival of new civilisations and new hope for a world scarred by war. However, it also saw the emergence of a sinister force. The Cenerese, a race of treacherous druids, appeared in central Magnamund shortly before the outbreak of the Great Plague (2514 MS) which swept slowly and systematically across the world, leaving the Elder Magi decimated in its wake. Cenerese power grew until the arrival of the Herbalish, a holy order devoted to the healing arts, defeating the druids in a bitter war.

In the year 1600 MS, an accident took place that was to alter the balance and course of history. A race of lesser gods called the Shianti appeared by means of a Shadow Gate, a door between the material world of Magnamund and the astral world of the Daziarn. At first they settled in the southern reaches of Magnamund but as the centuries passed, they grew ambitious and sought to increase their knowledge of their new home and discover the secrets of the Daziarn. Their culture spread to the north and east where they were known by many different names, such as the Majhan, Suukon and the Ancients. Their quest for knowledge was successful and it culminated in the creation of the Moonstone, a gem of power formed in the astral Daziarn, that became the focus of their wisdom, magic and very existence. It saw the dawn of their Golden Age, an era that brought health and plenty to all creatures of Magnamund. Many humans arrived during this age: the Mythenish and Tianese to the south; the Vassa in the east; the Vaderish, Nael and Aluvians in the west and the Ice Barbarians and Ulnarians in the north. However, the presence of the Shianti and especially their Moonstone on Magnamund, disturbed the balance between the Lords of Good and Evil.

Ishir appeared to the Shianti and persuaded them to relinquish their Moonstone and exile themselves to the remote Isle of Lorn. The Moonstone was returned to the Daziarn and a great exodus took place in which the Shianti abandoned their cities and pledged never to interfere in the affairs of Man or the course of future history. In the years prior to the exodus, a new and evil force had arrived in the west. A barbaric horde of warriors called Drakkarim were laying claim to vast tracts of the north-west, putting to the sword and torch all that stood in their path. Their name was enough to strike terror into the hearts of man but they were merely a prelude to the nightmare that was about to begin. Naar, King of the Darkness, had laboured unceasingly to create new champions of evil and now his task was complete. In the year MS 3072, the Darklords appeared for the first time in Northern Magnamund and began their terrible war of desecration. Huge areas of fertile, cultivated land were devastated by fire and pestilence, and turned into volcanic wastelands through the use of evil magic. The Drakkarim nations, in fear and awe of Darklord power, allied themselves to this new force and constructed huge city-fortresses to dominate the lands they helped to conquer. Not since the rise of Agarash the Damned had Magnamund faced such overwhelming evil.

The gods Ishir and Kai mustered their forces to counter the Darklords but they were woefully ill-prepared for the speed with which Naar's new champions of evil were conquering the land. They sent forth a race of men called the Sommlending, a noble breed of warriors both wise and strong, and fortified them further with new magic and a weapon of great power called the Sommerswerd – the Sword of the Sun. In the year MS 3434, this host of fair-headed warriors led by a fierce and lordly king called Kian, came to the Lastlands in ships of yellowed oak. They had sailed across the Northern Void, through storm and ice, to turn back the tide of evil. For three centuries the Darklords had conquered the lands of Northern Magnamund but the arrival of the Sommlending reversed their victories in the east and drove them back beyond the Durncrag Mountains.

They established their homeland of Sommerlund on territory wrested from the Darklords, making it a land of fertile beauty. King Kian's victory was but the first battle in a long and vindictive war to be raged over the coming centuries.

Darklord Vashna had sworn to destroy Sommerlund and in the depths of his stronghold, deep within the black city of Helgedad, he schemed and plotted the downfall of the sun-realm. In the face of this constant threat, King Kian ordered the construction of four great cities – Holmgard, Toran, Anskavern and Tyso, along with a number of smaller fortifications to guard the mountain passes through the Durncrag Range. Command of these cities, forts and surrounding lands was given into the charge of the Barons of Sommerlund, high-ranking warrior lords who had achieved great honour and distinction during the war against Vashna. The barons ruled over the Sommlending who lived and worked on their lands and they in turn were bound to serve the King, supplying him with soldiers to protect the realm. Although King Kian had decreed that every Sommlending must have a lord, only the poorest of men did not consider themselves free. Many skilled craftsmen, especially in the cities, banded together to form guilds. From these, officials such as Mayors and Lord-Justices of the City Courts were often elected. Rich merchants or wealthy farmers were sometimes declared Fryemen of the Realm, a rank which freed them from service to a Baron. For acts of great honour or bravery, the King could award the title Fryearl of Sommerlund, a rare and greatly coveted rank which could elevate a man to be the equal of a Baron in wealth and status.

With the threat of war so constant, every child, male and female, was trained in the use of weapons at an early age. This training was organised by the Barons and took place in the grounds of their castles and strongholds. Any child who displayed a natural instinct for combat was placed into the household of a Knight of the Realm, where they were groomed for the Sommlending Army. Similarly, the magician's guild, the Brotherhood of the Crystal Star, recruited children into their ranks at an early age. Those who showed exceptional intelligence or a natural ability to grasp the secrets of their craft were raised and educated in the ways of magic at their guildhall in Toran.

Defeat had inflamed the Darklord commander, Lord Vashna, and he vigorously pursued his vow to destroy Sommerlund and its race of men who had dared to challenge his power. For 300 years he waged wars of attrition against the Sommlending but his efforts were to end in his defeat at the great Battle of Maakengorge. Aided by the army of Durenor, King Ulnar I and his warriors broke Lord Vashna's forces at the Pass of Moytura and drove them all the way back to the Maakengorge. There, Lord Vashna was slain in mortal combat with the Sommlending King upon the very brink of the abyss. The defeat of Vashna halted the Darklord invasion but it did not destroy their considerable power. In order to triumph over each other, both the Darklords and Sommlending undertook similar quests. Aided by the magicians of Dessi (the last remnants of the Elder Magi), one man, a Baron of Toran, sought to find the lost Lorestones of Nyxator. Meanwhile, in the black city of Helgedad, the Darklords were commencing a quest for the Doomstones of Agarash, lost during the destruction of Naaros.

Of all the Sommlending who first appeared from out of the Northern Void to establish the sun-realm of Sommerlund, a few possessed a great strength that lay dormant within them. Greater powers of mind and body, unattainable by other men, were within their reach. These remarkable warriors became known as the Kai Lords of Sommerlund. The first Kai

Lord was a noble warrior, a Baron of Toran, who achieved distinction during the Great Battle of Maakengorge. Guided by the magicians of Dessi, he came to realise the true nature of his powers and the purpose for which they had been bestowed. His quest to locate the Lorestones of Nyxator was successful and through them he unlocked the wisdom and strength that had lain silent within him for so long.

In the year MS 3810, he built a monastery high in the hills of Western Sommerlund, on lands of the Royal Estate, establishing the Order of the Kai. The monastery became a warrior school devoted to the development of the powerful disciplines that lay within all true Kai Lords. He took the name Sun Eagle, partly in honour of the sun-realm and partly in recognition of his baronial eagles' crest and recorded the wisdom of his discoveries in a great tome that came to be known as the Book of the Magnakai. Guided by the wisdom of this book and the personal tuition of Kai Grand Master Sun Eagle, the Order of the Kai flourished and grew. Children in the households of Knights of the Realm who were seen to possess dormant Kai disciplines were sent to the monastery to receive special training. There, they entered a caring but very strict society where their true potential as warrior lords was developed to the very highest level. The skills by which they had come to the attention of their liege-lords were honed to perfection under the watchful eyes of the Kai Masters. Besides the Kai disciplines, they were also taught the virtues of truth, honour and selfless courage.

After one year, each student received a new name, given to them by their teachers on the feast day of Fehmarn, reflecting qualities in their growing personalities. Gradually, as the young novices mastered each of the 10 basic Kai disciplines, they were awarded ranks and titles and also given greater responsibilities both inside and away from the monastery. At the rank of Warmarn or Journeyman, a Kai Lord was sent into the service of the Sommlending Army to accustom himself to the command of troops, or sent abroad to gather information about the lands bordering the realm. Upon complete mastery of all 10 basic Kai disciplines, a Kai Lord became a Kai Master. The pupil was now a teacher whose role it was to train young novices in the ways of the Kai.

However, a Kai Lord's learning was never complete and beyond the 10 basic skills awaited higher disciplines. These Magnakai skills were handed down through each generation of Kai Masters by personal instruction and study of the Book of the Magnakai. The skills were divided into groups, each of which was governed by a separate training school called a lore-circle. By mastering all of the Magnakai disciplines of a lore-circle, the Kai Masters increased their fighting prowess and their physical and mental stamina to a level far higher than any normal warrior could ever hope to attain.

Many years after the formation of the Order of the Kai, the Darklords completed the Doomstone quest and a new leader, Lord Zagarna, emerged to claim the throne of Helgedad. Under his command, the Darklords began the lengthy construction of fortresses in the Durncrag Mountains, in preparation for the eventual invasion of Sommerlund. The Kai Lords would be the key to maintaining peace and stability throughout the entire region.

CHAPTER TEN :

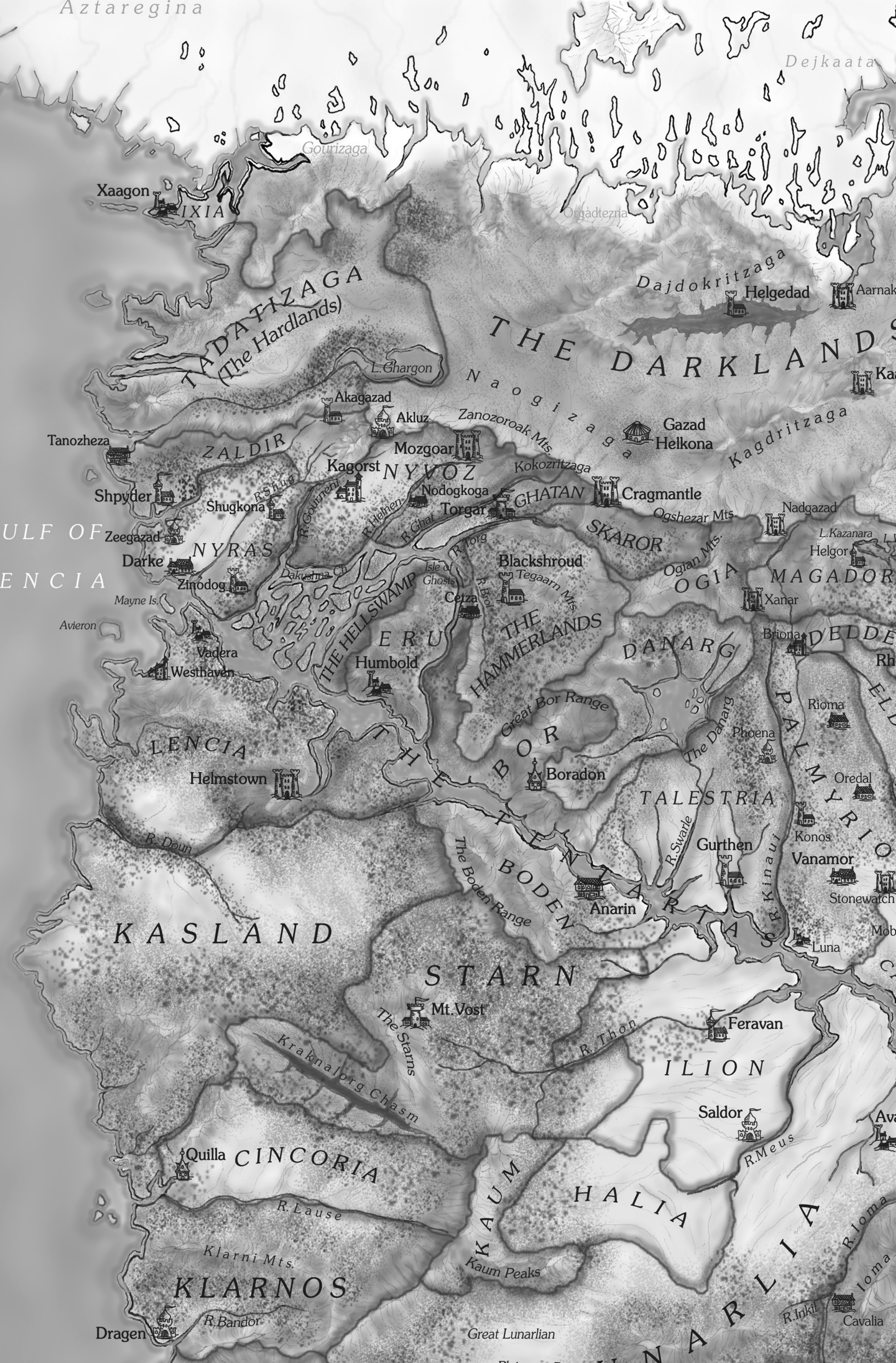
THE LASTLANDS

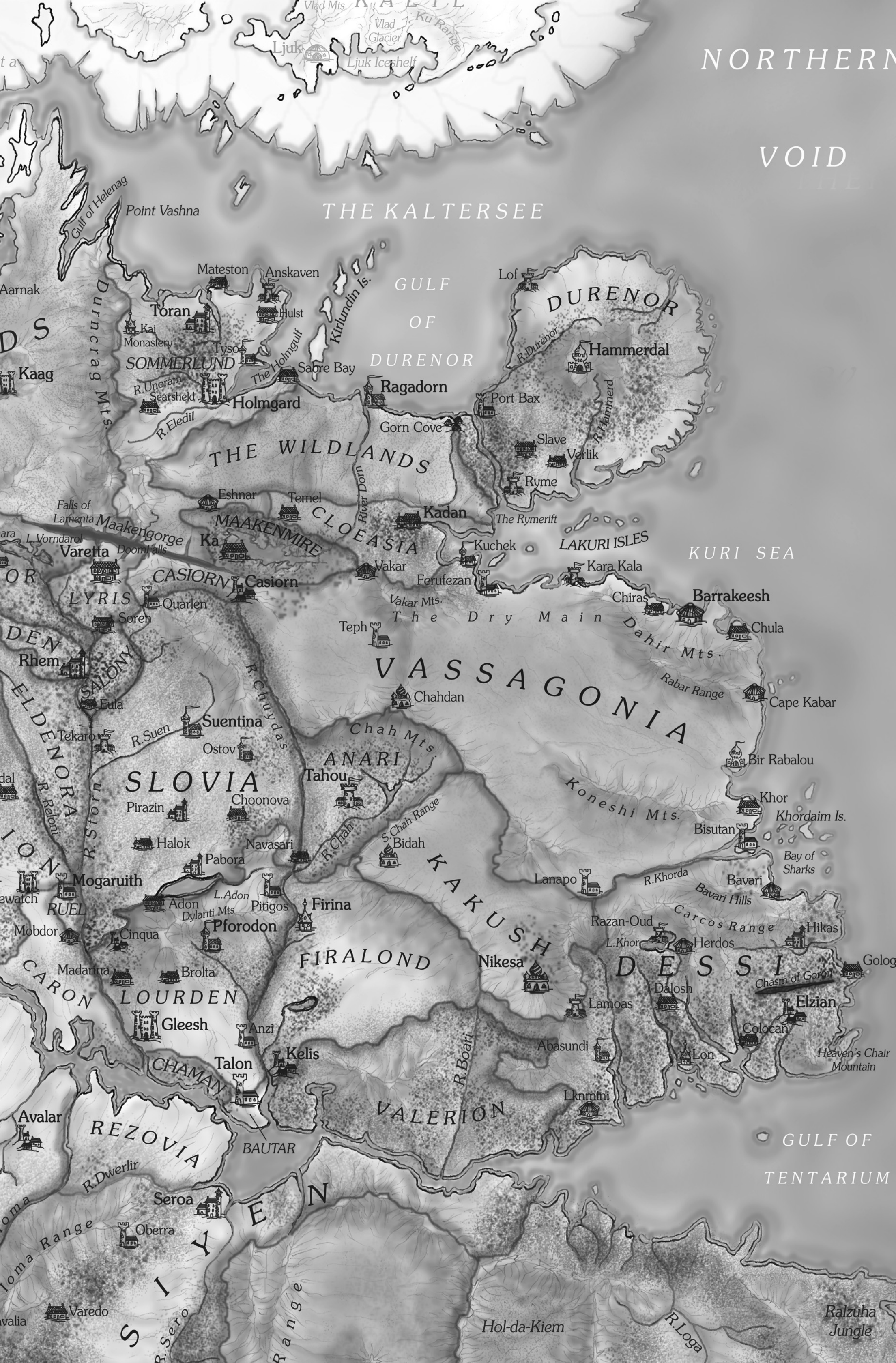
This chapter reveals the settlements, peoples and dangers of the Lastlands, the northernmost part of Magnamund, where Lone Wolf himself started his adventures. You will find plenty of villains, threats to Sommerlund and hazards here to keep your games going for a very long time before you feel the need to start exploring further afield.

THE KINGDOM OF SOMMERLUND

Ruler:	King Ulnar IV
Cities:	Holmgard 100,000 (Capital) Toran 100,000 Tyso 50,000 Anskaven 25,000 Ruanon 3,000 Eshnar 3,000 Other villages of less than 1,000
Population:	325,000 (Sommlending)
Resources:	Timber, fishing, agriculture, ores, metalcraft, gems
Currency:	Gold Crowns
Allies:	Durenor (primary ally), good relations with many other nations

The brightest and most powerful nation on the face of Magnamund, Sommerlund is the leader of the Free Nations League and the first line of defence against the coming of the Darklands. As its brave and powerful warriors have done for centuries, Sommerlund's forces stand ready to turn aside the vile machinations of Naar's dark generals whenever they show themselves in the light. Sommerlund's steel, engineering and tactics of war are all the most advanced in the world, made possible by the support of its many allies.


Aztaregina
Dejkaata
Gourizaga
Xaagon
IXIA
Orgadtezna
TADATIZAGA
(The Hardlands)
Dajdokritzaga
Helgedad
Aarnak
THE DARKLANDS
L.Ghargon
Naogizaga
Kaa
Akagazad
Akluz
Zanozoroak Mts.
Gazad
Helkona
Kagdritzaga
Tanozheza
ZALDIR
Mozgoar
Kagorst
NYVOZ
Kokozritzaga
Cragmantle
R.Shug
Shpyder
Shugkona
R.Gourneni
Nodogkoga
GHATAN
Torgar
Ogshezar Mts.
Nadgazad
ULF OF
Zeegazad
R.Helnen
R.Ghat
R.Torg
SKAROR
L.Kazanara
ENCIA
NYRAS
Blackshroud
Ogian Mts.
Helgor
Darke
Dakushna Ch.
Isle of Ghosts
Tegaarn Mts.
OGIA
MAGADOR
Zinodog
R.Bol
Cetza
Xanar
Mayne Is.
THE HELLSWAMP
THE HAMMERLANDS
Avieron
ERU
Briona
DELDE
Vadera
DANARG
Rh
Westhaven
Humbold
ELD
Great Bor Range
Rioma
Phoena
The Danarg
PALMYRIO
LENCIA
BOR
THE TENTARIAS
Helmstown
Boradon
Oredal
TALESTRIA
R.Swarle
Konos
R.Doun
Gurthen
Vanamor
The Boden Range
BODEN
R.Kinaui
Stonewatch
Anarin
KASLAND
Luna
Mob
STARN
Mt.Vost
Feravan
The Starns
R.Thon
Kraknalorg Chasm
ILION
Saldor
Ava
R.Meus
Quilla
CINCORIA
KAUM
HALIA
R.Lause
LUNARLIA
R.Ioma
Klarni Mts.
Kaum Peaks
Ioma
KLARNOS
R.Inkil
Cavalia
Dragen
R.Bandor
Great Lunarlian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Vlad Glacier
Ku Range
Ljuk
Ljuk Iceshelf
NORTHERN
VOID
THE KALTERSEE
Gulf of Helenag
Point Vashna
Aarnak
Mateston
Anskaven
Kirlundin Is.
GULF OF DURENOR
Lof
DURENOR
Toran
Kai Monastery
Hulst
Tyso
Durncrag Mts.
SOMMERLUND
The Holmgulf
Sabre Bay
R.Durenor
Hammerdal
Kaag
R.Unoram
Searsheld
Holmgard
Ragadorn
Port Bax
R.Hammerd
R.Eledil
Gorn Cove
Slave
Verlik
THE WILDLANDS
Ryme
River Dorn
Eshnar
Temel
Falls of Lamenta
Maakengorge
MAAKENMIRE
CLOEASIA
Kadan
The Rymerift
L.Vorndarol
Varetta
Doom Falls
Ka
Kuchek
LAKURI ISLES
KURI SEA
Vakar
Kara Kala
CASIORN
Casiorn
Ferufezan
LYRIS
Quarlen
Vakar Mts.
Chiras
Barrakeesh
Soren
The Dry Main
Teph
Dahir Mts.
Chula
Rhem
SALONY
R.Chuydas
VASSAGONIA
Rabar Range
Eula
ELDENORA
Chahdan
Cape Kabar
Tekaro
R.Suen
Suentina
Chah Mts.
Ostov
ANARI
Bir Rabalou
SLOVIA
Tahou
R.Reloni
R.Storn
Pirazin
Choonova
Koneshi Mts.
Khor
Khordaim Is.
S.Chah Range
Bisutan
Halok
Navasari
R.Chah
Bidah
Pabora
KAKUSH
Bay of Sharks
Mogaruith
Lanapo
R.Khorda
Bavari
L.Adon
Bavari Hills
RUEL
Adon
Pitigos
Firina
Dylanti Mts
Carcos Range
Razan-Oud
Mobdor
Pforodon
Hikas
Cinqua
L.Khor
Herdos
FIRALOND
Nikesa
DESSI
Gologo
CARON
Madarina
Brolta
Chasm of Gorgon
Dalosh
Elzian
LOURDEN
Lamoas
Gleesh
Anzi
Colocan
Abasundi
Kelis
Lon
Heaven's Chair Mountain
Talon
R.Boari
CHAMAN
Lknmini
Avalar
VALERION
REZOVIA
BAUTAR
GULF OF TENTARIUM
R.Dwerlir
Seroa
SIYEN
Oberra
Loma Range
Varedo
R.Sero
Range
Hol-da-Kiem
R.Loga
Ralzuha Jungle

History

The Sommlending arrived in Magnamund in MS 3434 led by their King, Kian. They came from the Northern Void and sailed in ships of yellowed oak. Their mission became clear – to prevent the forces of the Darklords from conquering Magnamund. The Sommlending arrival stopped the Darklords conquest in the east, drove them back through force of arms behind the Durncrag Mountains where they stayed until Vashna's disastrous campaign many years later.

Ever since then, the Sommlending have lived with the threat of the Darklords over them. King Kian ordered the construction of four great cities: Holmgard, Toran, Tyso and Anskaven. Command over these cities and the surrounding area was delegated to Barons who had served Sommerlund well in the war. Due to the constant threat of war, every child was trained in how to use a weapon. The education was organised by the Barons themselves and took place at their castles. Those who showed skill were taken into a Knight's household and later trained in the army of Sommerlund.

After the defeat of Vashna in MS 3799, the Baron of Toran started his search for the Lorestones of Nyxator, taking with him the wise council of the Elder Magi of Dessi. His search was successful and in MS 3810, he erected the first Kai Monastery, taking the name Sun Eagle to commemorate both the Sun God Kai and his former baronial crest. Sun Eagle wrote down the wisdom passed to him through the Lorestones in the great Book of the Magnakai, the Kai's greatest treasure until its theft and subsequent disappearance.

Game Notes

Sommerlund is a kingdom of chivalry and high fantasy, with magicians and plate-clad warriors keeping the peace amid the splendour of perfect feudal order. Travel through Sommerlund is considered the safest and most profitable venture a merchant can make and people generally feel safe year-round. Between the Knights of the Realm and the Kai Lords, there is little that can seriously threaten this land.

The Kingdom of Durenor

Ruler:	King Alin II
Cities:	Hammerdal 30,000 Port Bax 10,000 Ryme 10,000 Blave 10,000 Lof 10,000 Verik 5,000 Trelesk 500 Durwood 500
Population:	96,000
Resources:	Iron ore, agriculture, shipbuilding, gold, silver, copper, fishing, gems, timber, stone quarrying
Currency:	Gold Crowns
Allies:	Sommerlund, Dessi

The largest and most enduring nation settled by the Ulnarian when they came up through Northern Magnamund, Durenor is one of the richest and most widely self-sufficient nations on the continent. These riches are not measured in gold as much as they are in the balance and quality of life and safety enjoyed by its citizens. Durenor is a strong country, able to fend for itself against any threat and – with the aid of its ally Sommerlund – forms the backbone of the Free Kingdoms League.

History

Durenor was the first country colonised by the Ulnarian when they came to Northern Magnamund in MS 2829. Their first expansion met little resistance from the lawless people and pirates (refugees from Vassagonia), most of whom fled to Cloeasia and the Lakuri Isles when the Ulnarian armies arrived. During the second migration of the Ulnarian, they encountered the Sommlending. This led to Sommerlund becoming Durenor's greatest ally. It was during this time of expansion that the capital of Durenor, Hammerdal, was founded.

After the death of Vashna and the apparent defeat of the Darklords, the Sommerswerd, Sommerlund's greatest treasure, was entrusted to the Durenese as a sign of the trust and allegiance that existed between their two countries. In return the Sommlending received a magnificent gold ring called the Seal of Hammerdal as a reciprocal sign of trust and good will. The pact sealed between them by this exchange of gifts stated that if Sommerlund ever returned the Seal, it meant the Darklords were on the move again and that the Sommerswerd was needed once more. Since then, both sides have lived in the constant hope that this day would never come.

Game Notes

The Durenese are a hospitable people with a history of honouring their agreements and providing more than their side of any bargain. This makes them loyal allies and favoured trading partners. It also shows in every aspect of their daily lives. Most merchants from other lands will take the extra time to visit a port in Durenor simply to enjoy the simple honesty of a transaction made with the spirit of the bargain being lived up to as well as its wording.

The Wildlands

Ruler:	Overlord Torrost
Cities:	Ragadorn 19,000 (Capital) Gorn Cove 500 Vanosa 100 Duncrick 100
Population:	20,000
Resources:	Shipbuilding, fishing
Currency:	Gold Crowns
Allies:	None (Sommerlund and Durenor, coastal cities only)

The Wildlands is a lawless realm with civilisation only existing in a thin crescent along the northern coast of the nation. The rest of the country is completely untamed and dangerous to enter, though an ancient road of wide, flat stones exists and bisects the territory in half from east to west. The road does not seem to lead anywhere but the creatures that prowl the Wildlands seem afraid of it for some reason and do not bother those who stay within its broad confines. The Grey Road, as it is called by the people of the North, is used heavily for mercantile traffic between Sommerlund and Durenor.

History

Once the northern half of Cloeasia, this area was lost and ruined when the Maakengorge opened and split off the land from its southern colonies. The foul creatures loosed upon Magnamund from the chasm gravitated toward the populous northern half and devastated them, leaving the entire area in ruins within a generation. A mass exodus of Cloeasians managed to move north out of the killing zone but most entered Sommerlund or sailed the channel to Durenor. Only a scant few remained.

The Wildlands, as it became known after this disaster, has been effectively written off by its neighbours except for the fishing villages and the large city of Ragadorn on its northern coast. These towns are fortified enough to keep the peace and have been doing so for centuries. Ragadorn is a heavily defended city because of its use as a port city between Sommerlund and Durenor. Its location allows ships to have a berth during the otherwise long voyage, making the journey more pleasant for all concerned. In MS 4040, a sea invasion of amphibians threatened to destroy Ragadorn but a combined fleet from the city's allies drove them away.

The most impressive thing about Ragadorn's past it how it has managed to overcome its beginnings as a town of criminals and bandits. Settled by unsavoury characters too lawless to enter Sommerlund or Durenor, the lack of any free peoples to rob forced these criminals to ply an honest trade in order to survive. Within a generation, the free port of Ragadon was opened for business and has become an important stop on any coastal tour.

The beasts of the Wildlands remain a constant threat to the safety of travellers and the villagers of the north but this situation may change soon. A proposed task force of Sommerlund soldiers and Durenese infantrymen is set to march on the interior of the Wildlands in an effort to halt the encroachment of these monsters and open the country back up to settlement south of the coast. Darklord Zagarna has his own plans for the creatures of the Wildlands and his agents have been moving to block this proposal from ever seeing fruition.

Game Notes

The humans of the Wildlands are a rare breed, honest folk descended from hardened criminals with a will to survive and a desire to see their nation expand at any cost. Anyone entering one of the Wildland villages or Ragadorn itself is sure to be struck by the dedication and hard-working nature of these good folk, though like any nation in Magnamund there are unsavoury throwbacks to the country's past.

The Darklands

Ruler:	Darklord Zagarna
Cities:	Helgedad 1,000,000 (Capital) Kaag 500,000 Akagazad 200,000 Gournen 200,000 Mozgoar 100,000 Gazad-Hellkona 100,000 Aarnak 100,000 Nadgazad 100,000
Population:	3,000,000
Resources:	Black iron ore, minerals, spawned horrors
Currency:	Kika
Allies:	None

A foetid land where only vicious and poisonous things grow, the creatures of the Darklands are all tainted and twisted in some way by the power of Naar. The heart of the Darklands is dominated by the Iron City of Helgedad, the domain and fortress of the Darklords. Its foul shadow falls over the tallest point in the Darklands, a terrible mountain riddled with shadowy passages and caverns filled with unspeakable evil.

History

The Darklands are blackened and befouled by the remnants of the powerful magic used by Naar when he sent the Darklords to subjugate Magnamund. The excessive power of this summoning aided the foundation of Helgedad, lending its ancient evil to the newer spires of the black and twisted citadel. For millennia, Helgedad has been the centre of all activity in the Darklands; its hell-pits churn out horror after horror while the city itself garrisons the commanders of the Darklord's powerful armies of the damned.

The Darklands have a long legacy of invasion and destruction, though every time it swells past its borders it is turned back by the valour and might of Northern Magnamund's allied nations. During the thousands of years since its founding through the power of the evil God Naar himself, the Darklands have been the source of terrible calamity throughout Magnamund. Even the destructive force of the Tentarias Rift did little to disrupt the foul machinations of this land of darkness.

The greatest setback the Darklands and its Darklords has suffered in its history has been the slaying of Vashna at the Maakengorge. Even the death of Agarash was not as telling a defeat of the forces of Naar, as his destruction only cost the Darklands its leader and the greater sum of its forces for a short time. The death of Vashna was a more serious loss because with his death, the greatest tactician of the Darklords was lost to them and they were thrown into turmoil through infighting for generations. Even now, as the Darklands are once again reaching out with their agents, the Darklords are being cautious because they have not been able to regain the sheer power they possessed under Vashna's rule.

Northern Magnamund has become somewhat lax in its vigilance against the Darklands, a lapse the Darklords are keen to take advantage of in any way they can. The new Archlord, Zagarna, will make his move to conquer his hated foes, the Kai Lords and the forces of Sommerlund, slowly and subtly. It may take decades but he will strike at them with terrible power and wrath when the time is right.

Game Notes

Travel through the Darklands is a nightmare from the moment one crosses the border until the second one leaves its darkness behind and escapes to another kingdom. Most of the roads in the Darklands lead nowhere or are traps to mislead the unwary and creatures of unimaginable horror dwell in every shadow, waiting to leap out and tear apart anything that disturbs them.

CHAPTER ELEVEN :

THE MERCHANT'S TASK

Welcome to this introductory adventure for the *Lone Wolf* Multiplayer Gamebook series. The adventure is designed for 2–4 Kai monks, with new players and new Games Masters in mind.

All text in script needs to be read aloud to the players.

PART 1: A DAWN BREAKS

You are all summoned by your Kai Master, Stormsong. He is an older, taciturn man who has trained you throughout your lives. It is a crisp winter's morning and as the sun rises over the walls of the Kai Monastery you all stand before him in the courtyard.

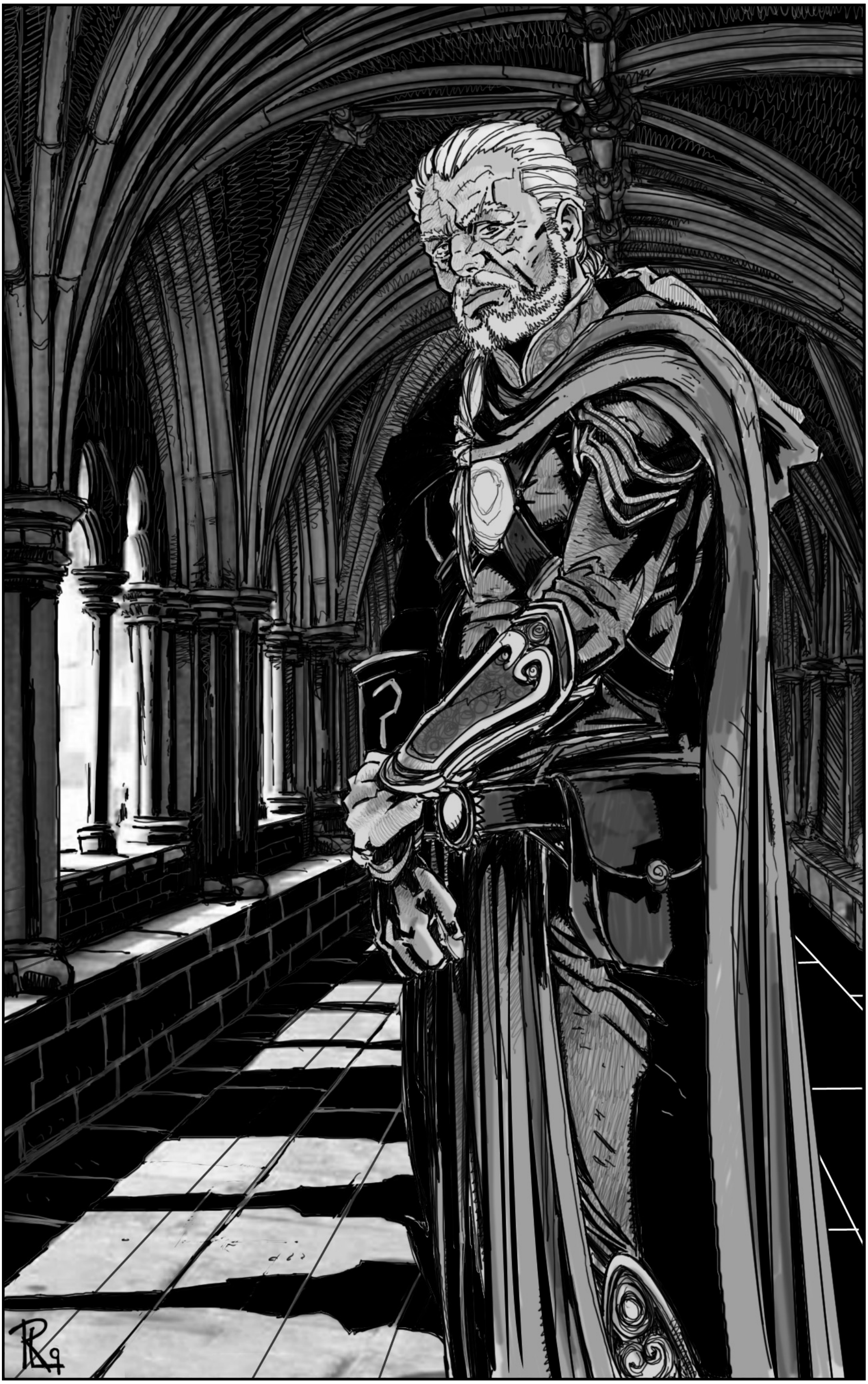
'My blessed Kai monks,' he begins. 'We have a small task for you. A merchant has come to us for aid and we have need of your skills. He claims his cargo wagon was attacked by murderous bandits and they have stolen his goods. He has provided us with the location. It is only a few miles to the west of our very walls. You are to go there, find out the truth and recover his cargo if you can.'

He waits for a few moments and seems to be testing you, will you ask questions or not?

Some players just want to get right into the action; some players are content to speak to NPCs (Non-Player Characters) like Stormsong. It is your role to play these characters to the hilt. You can give NPCs amusing mannerisms or serious attitudes, just like the director of a TV show or film. You have ultimate control of the Non-Player Characters and their actions.

Stormsong is a patient man and will answer some of the players questions.

1. If the players ask, the name of the merchant who has asked for aid is Harbold.



2. The cargo he was carrying was important trade goods for far off shores. A small manifesto of Harbold's goods include: silks and spices from Dessi, steel from Lencia, Ember Ale from Durenor and carved toys from Ruanon.

3. Is there a reward? The players are playing Kai monks, so helping the needy should be reward enough.

4. Was the caravan guarded? Yes, three guards were set upon by the bandits but the merchant does not know their fate.

Once it is obvious that Stormsong has no more questions to answer, or his patience to get the Kai Monks on the right track is wearing thin, he will suggest the following:

'It is time that you were about your task; we have many students who require our attention. I cannot stress the importance of even the smallest job that we give you. I will speak to you upon your return.'

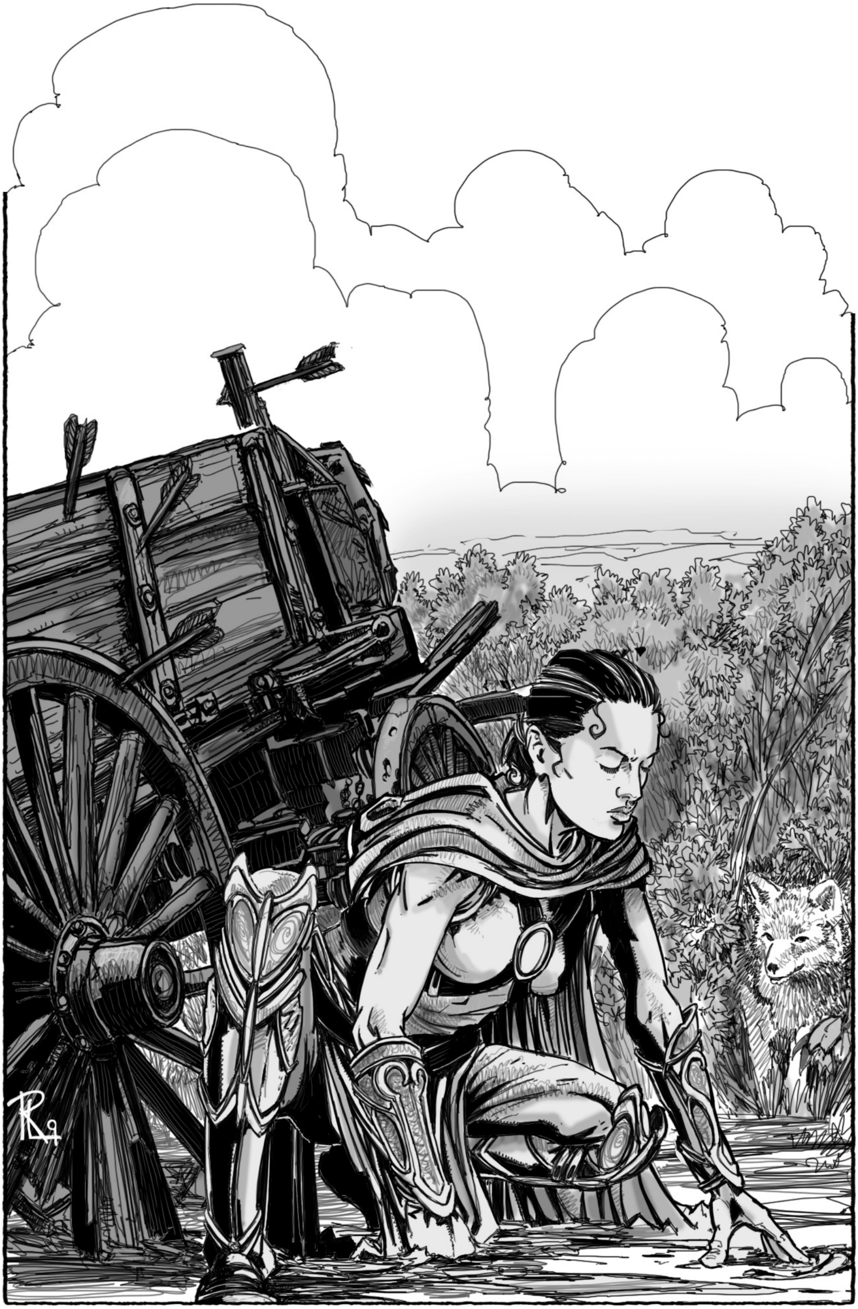
Part 2: Tracking the cargo

When the players leave the Kai Monastery, it is up to the Games Master to make their journey to the quest location an interesting one. Remember to give them visual clues and immerse them in the sights and sounds of the area around the Monastery. When describing the location pay close attention to what the player's can see around them, what they can smell, for example; does the air smell damp because it just rained, where they are and so on.

Once you leave the safety of the Kai Monastery, the rest of Sommerlund beckons in all directions; frosty winds blow against your faces and the air is fresh. A dim yellow sun pokes through the thick white cloud cover and barely warms the land below. You walk through the surrounding landscape for a few miles.

Test: Clues to the merchant's flight.

As the players get closer to the location of the attack, they must make a Test. Have each player pick a random number from the Random Number Table on p112. The Difficulty for this Test is 3. If your players have the Kai Disciplines of Tracking or Hunting they may add the following bonuses to this Test.



Tracking: +3
Hunting: +1

If the players are successful in their investigations then read the following text:

You can see the undergrowth has been pushed aside; a body of some girth has passed through here at some speed. The bracken has been broken and several small branches are torn to indicate this must be where the merchant fled.

If the players fail their test, you should not give them any clues and should instead lead them onto the road.

You finally come to the road side and it seems to be clear. According to Stormsong, this is the place where the caravan was attacked.

Give the players some time to discuss their tactics as they reach the road side, if they search for clues then have them make another Test at Difficulty 4 since finding clues is a little harder. Again, have each player pick a random number from the Random Number Table on p112. If they have the Kai Disciplines of Tracking or Hunting then they may add the following bonuses to the Test.

Tracking: +3
Hunting: +1

If the players are successful in their investigations then read out the following text:

To your keen eyes this area tells more of a story. You can see several marks that indicate a scuffle; there are tell-tale splashes of blood on the ground. A few pieces of torn canvas and broken wood lead off in a North-Westerly direction, to a copse of trees that line the side of the road. You spot a couple of bolts at the road side, these wicked dark barbs can only be from a Giak's crossbows.

If one of your players want to take these items they can. Make sure that they enter the barbed crossbow-bolts onto their Action Chart. The two bolts combined are small enough that they only count for one item space in the player's backpack. Remember that they can only carry eight backpack items.

If the players fail the Test then read this text instead:

You are unable to find any important clues amongst the wreck and the sun dips behind a few clouds, off in the distance one of you spy movement; you may have been spotted. A shape darts behind a tree.

Give the players some time to discuss the area, role-play their characters and if they want to search for clues again with a Test, inform them that they have done all they can here and it is time for them to move on. You do not want to railroad the players but if they do waste time you can nudge them in the right direction by reading out the following:

A shadow moves off to the North West, briefly as it passes through the trees you can see that it is a Giak. The creature does not seem to have spotted you and vanishes from sight.

Alternative Test: A helping paw

A good GM knows the ins and outs of their player group, in terms of *Lone Wolf*, making a note of the Kai monk's disciplines and important information can help you construct a tailored adventure for your players. In this case one of your Kai players may have taken Animal Kinship as their chosen discipline; if so then this is the perfect time for you to replace one of the Tracking tests with this alternative.

You are suddenly aware of a sound off to your right, a flash of red in the undergrowth and a small muzzle that pokes out inquisitively. You can see it is a red fox, cowering in the bushes and watching you with fear filled eyes.

Have the player with Animal Kinship make a Test at Difficulty 5. Have them pick a number from the Random Number Table on p112.

If the player succeeds, read the following aloud:

As you turn your thoughts inwards, your mind clears and you are able to pick up the fox's feelings and emotions. It regards you warily as you do this; however, you sense that it understands your intentions. As you remain in contact with the fox, you get images of large monsters, all claws and teeth with dark skin and glowing eyes. They trample through the fox's domain and head off to the North West growling and snarling. The fox does not recognise them but you do. They are Giaks, servants of the foul Darklords. You relax your mind and let the link fall away slowly.

The players now know that the trail leads on to the North West. The fox has never seen a Giak before so they appear to the creature as towering monsters, whilst Kai monks may regard them as little more than a nuisance. They now also know that Giaks are involved in the attack. Having disciplines and tests like these in your own adventure helps make the game a better experience for the players and many of them are sure to remember the fox as an interesting and unusual encounter.

If they fail read the following aloud:

You try to focus your mind but the animal is too frightened, too nervous and you receive only a jumble of thoughts and images that you are unable to decipher. The creature looks at you fearfully and darts off into the undergrowth, vanishing from sight.

They cannot get any information from this creature now; it is too frightened and has fled the area. If they want to follow it, you should inform them that they are Kai monks and their duty is to the mission at hand, not following random woodland creatures. Players sometimes like to go off the beaten track and if this is the first adventure that you have Games Mastered, you should be aware of this. In later adventures there will be a greater scope for freedom.

Once the Test has been resolved, success or failure, allow the players some time to role-play this and then nudge them onwards to the North West.

You move towards the North West, the trail is far from cold here and even an untrained eye is able to pick up signs of passage. There is broken undergrowth, splintered wood and even a few specks of blood that fall in dappled red across the leaves. You continue onwards until you reach the edge of what appears to be a small clearing.

Test: Can they see the Giak?

There are numerous Giaks here looting the wreckage and the dead. Ask the players to make a Test but do not tell them what it is for yet. Part of being a good Games Master is the ability to surprise the players and make encounters like this interesting. The Test is Difficulty 3 since the Giaks are making quite a bit of noise. Once the players have picked a random number from the Random Number Table on p112, they will either spot the Giaks or blunder right into the looters.

If the players succeed, read the following aloud:

You suddenly catch sight of several small humanoids rifling the dead and picking through the broken remains of the caravan. They have several backpacks full of goods taken from the merchant's wagon.

Skip ahead since they will be able to approach the Giak quietly.

If the players fail then read the following aloud:

You walk through the forest clearing and suddenly you are face-to-face with several Giaks, who are picking through the corpses and remains of the caravan. Their ill-gotten gains are collected in several backpacks next to a broken wheel.

Skip ahead to the next section since the Giak will be aware of them now.

As you approach closer, you can now see that the wagon has been looted. Small humanoid monsters, with cruel faces and beady eyes are picking through the dead and cargo alike, debris is strewn around the area. They have not seen you yet.

If the Giak have detected the players, read the following:

Two of the creatures stand and draw their weapons, whilst the others gather as much of their ill-gotten gains as is possible. They look at you, their tiny eyes glittering with an unspoken challenge.

If the Giaks have not detected the players:

It seems that you have not been noticed; now you have a choice. You are Kai, not murderous avengers and monster hunters. You may fall upon these creatures with rage and revenge in your hearts for the attack on the caravan, or you may yet spare them trusting these creatures to surrender their spoils and leave without a fight.

You should let the players discuss this in character and out of character for a little while and then read:

It is time now to make this choice, remembering who and what you are.

Attack:
If the players choose this option, then they have a fight on their hands as the Giaks will defend their cargo and spoils to the bitter end.

There should be at least an even number of Giaks to the players. For example if there are three players, then there should be three Giaks. If you want to spice things up a bit and make things a little more fun, then add one or two extra Giaks but always remember the object is not too win or lose, you are there to bring this adventure, and Magnamund, to life for your players. No one likes to lose on their first time out but everyone likes a good story.

You should read the following to the players:

The creatures prepare to defend themselves, hissing and spitting in your direction. You are now committed to a battle for the cargo against these monsters.

Running a combat for the first time can be a daunting task, there always seems like there is too much to keep track of. Fortunately, *Lone Wolf* is a simple system and leaves a lot of room for dramatic descriptions. This is a key point in the battle to come, you should try to make it fun for the players and encourage them to describe how they attack the monsters and how their abilities work. For example you could say:

The lead creature leaps at you, its short sword sings through the air and it laughs as it manically tries to impale you on the tip of the blade.

Mountain Giak

COMBAT SKILL 10 ENDURANCE 9

Special Rules: Giaks can see in the dark. They also gain a +2 Bonus to any Test involving hard physical activity or resisting poison and disease.

Remember to be dramatic, describe the attack or the defence if they miss or the creature parries their blow. Battles should be vibrant and an important part of the players experience in Magnamund. This will be their first combat and a lot hinges on their success here.

If the players lose this fight then their adventure is over, the Giaks have won and the Kai monks lie slain. In the event that the combat is lost, read the following aloud to the players:

As the last of your number falls, your vision dims and you can hear the triumphant screeching of the Giaks. Darkness embraces you, your life and adventure ends here.

If the players win this battle then read the following aloud:

The last of the raiders are defeated. Now that the combat is over, the Giaks, the foul creatures that serve the Darklords as grunts and shock troops, lie slain. The last breath escapes the leader's lips as it tumbles to the ground muttering a blood flecked curse at you.

The players should now search the caravan and since the Giaks had already packed the goods away, it is easy enough to return them to their rightful owner. If the players get the goods back, they will notice that there are a good deal of luxuries amongst the items; silks, satins, bangles and bracelets. On the other hand, there are also iron chains and a few other things like metal bracelets. There are four backpacks in total.

The bodies of the guards, two male and one female are of Sommlending origin and they look like mercenaries. They have little of worth upon their person. The coin taken from them has been neatly piled up near the middle of the makeshift Giak camp. Now it is time to bring things to a close, the characters should start their journey home.

You search the wagon's remains; look over the remains of the camp and the bodies of the Giaks. They will trouble this region no more. You shoulder the merchant's stolen goods and turn your backs on the clearing and as a few flecks of snow tumble down from the wintery sky overhead, you make your way back to the Kai Monastery.

You should skip to Part 3 now. p82

Negotiation:

If your players are less into fighting and more into talking, give them the chance to do this. They can exchange words with the Giaks and attempt to get them to surrender their stolen cargo. If they approach the Giaks with a negotiation read out the following:

You are Kai monks and the Giaks look as though they fear you; it is plain to see on their faces. You sense that they will not give the cargo up easily; you may have to take it by force. Yet, the leader steps forwards and in his hissing tongue he speaks.

'Kai, we know you are, from your pretty cloaks and smell.' The others laugh a little at this and wrinkle their noses. 'We will fight if you take what is ours.'

Grimtooth is a scraggly Giak, who has been leading this rag-tag band of thieves for a while. He is not a fool though, he knows that the Kai could easily cut him down and as much as he hates them, he does not want to die unless they force his hand.

If the players are willing to strike a deal, you should give them the chance to do so. There are several angles that they could play in this regard, so creative thinking should be encouraged.

1. The players may try to intimidate the Giaks with tough-talk and threats. Have them make a Test, Difficulty 5 since the Giaks are trying to hang onto their ill-gotten gains. If they succeed at this Test then the Giaks will back down and you can skip as the Giaks surrender.
2. If one of your Kai monks has Mindblast, allow them to make a Test against a Difficulty 4. If they succeed read the following aloud:

You lash out with your Kai discipline of Mindblast, the creature known as Grimtooth is unprepared and he collapses under a mental assault. His morale breaks and he drops to the ground begging for his life wailing 'Please no kill, we leave now, you have all goods and gold!' Then he orders his Giak band to flee, leaving you in the clearing with the cargo and gold intact.

3. If they fail then read this:

You lash out with your Kai discipline of Mindblast but it does not seem to bother the Giak at all. He snarls and orders his men to attack!

Go to p77 and the section marked: Attack.

4. You may have a group of players who decide to barter with the Giak. They may suggest that the Giak take the gold and leave the cargo. If this is the case then Grimtooth will agree to it. There is no need for any player to make a Test since the Giaks are greedy enough to jump at the opportunity and they really do not want to have to fight Kai if they can help it. This is a good example of using role-playing to resolve a situation and these kinds of encounters can be extremely rewarding. Skip to p81 and have the Giaks leave peacefully.

5. Reason with Grimtooth. Extremely diplomatic player groups will want to talk without threats, violence or tricks. They will want to role-play their way out of the situation without using Kai disciplines. In this case you can use a Test at Difficulty 3 to see how persuasive the characters are. If they succeed then skip ahead and have the Giaks leave, if they fail then skip ahead and have the Giaks attack.

6. Other ideas. Be prepared to react to the players other ideas, players are a tricky bunch and will often do the unexpected, downright opposite of what you planned for. It is impossible to account for every kind of trick they might try. In this case you can call for a Luck Test to see if the players' actions succeed and if they do, then the outcome will be the Giaks leaving peacefully, if they fail then the Giaks will attack.

Give them a little time to discuss what they plan to do, based on the options, and then read this aloud:

Grimtooth looks at you expectantly, as if he waits for some kind of answer. His men on the other hand look ready for a fight. You are going to have to act soon or they might force your hand.

If they fail to convince Grimtooth, then he orders his Giak band to attack.

'Our cargo, you cannot have it. We would rather die than surrender to Kai scum!'

The battle is joined; go to the previous section on page 77 marked: Attack.

If the players succeed convincing Grimtooth, then read:

'You speak wise Kai, you make Grimtooth understand. Yes, you can keep this cargo, we leave now.'

The Giaks turn their backs on you and melt into the rest of the trees as it begins to snow again. The sun vanishes behind a thick white veil of cloud. You are left alone but have the cargo that Stormsong asked you to retrieve. You will have quite a tale to tell him.

You should give the players some time to talk over what happened, if they desire it. You can fill in the details of the camp site if they explore a little and make sure to describe what they can see, touch, taste and smell as well as hear. The world should be a living and breathing place for them. Once they have had their fill, give them a little nudge.

A soft howl echoes through the surrounding area. You listen for a moment and the sky is starting to become even more clogged with snow, you decide that it is now time to return to the Monastery. Leaving the camp site behind you begin your trek back to the stone walls of your brothers and sisters.

Part 3: A triumphant return

A few hours pass and you arrive safely back at the entry, the great gate opens and admits you in. There in the courtyard as if he is an expectant father awaiting news of a newborn's birth, is Stormsong. His face is stern yet pleased as his expression changes.

'It is good to see you back Kai monks, do you have news for me?'

You should give the players time to interact with Stormsong and bring him to life for them. He is pleased they are back but not overly fussy. Remember he has a stern manner; he is their master and confidant. He will not lavish praise on them but he does congratulate them when they have finished reporting in.

'I am most pleased that you have managed to resolve this matter, the merchant will be extremely happy to have his cargo back. You are a credit to the order and you one day, should make fine Kai Masters yourselves. Now go, rest, clean up and be ready since I have a feeling an ill wind blows for us all soon.'

They are dismissed from Stormsong's side and are now free to explore the Kai Monastery.

Should any player ask for a monetary reward then read this aloud:

Stormsong gives you an odd look; it is a mix of pride and sudden revulsion. That you, a Kai monk would ask for a physical reward. He narrows his eyes and calls you over to a large cluster of wood. He presents you with an axe and looks back at the wood.

'A Kai monk's reward is to know that they have helped the people, not themselves. Perhaps you will better understand this after a good few hours toil chopping all of this wood and stacking it over there.' He points at an empty space on the floor then says, 'Return to me once this task is accomplished.'

You are left with the axes and wood to contemplate the words of your Kai Master.

Part 4: A morning summons...

Read this aloud to your players.

After a restful night's sleep at the Kai Monastery, you wake refreshed and eager for a day of hard work and training. As you leave your bed chambers and make your way down to the courtyard, ready to face the challenges of a new morning, you are greeted by your Kai Master, Stormsong. He smiles a little as you pass close by and then speaks softly.

'Good morning,' he chuckles gently. 'I suspect you are ready for more training today but I am afraid after your excellent performance recently I must call you away from your assigned tasks once more.'

He gives you a few moments to take this in and then speaks once again. 'The merchant who you assisted has requested an escort to Toran. I have decided since you made such a favourable impression with your last mission, to send you with him as guards.'

Once again players should be given time to communicate with Stormsong. He will provide a few answers to some common questions. Remember any useful quirks you may have given him from last time and use those again; this will help you to make Stormsong a memorable character in the eyes of your players.

1. If they ask about any other guards, they are told that there are none; the Kai monks are the only guard and they are all Harbold should need.
2. How far is Toran? Stormsong will tell them that it is approximately 150 miles away. They will be travelling more slowly since Harbold has been given a new cart and horse by the Kai Masters.

3. Do they have to come right back once they deliver the merchant and his cargo? Stormsong would like them to return as quickly as they can but he also adds that if Harbold needs the aid of the Kai they are to remain in Toran as long as the merchant requires their assistance.
4. What of their training? Stormsong will suggest that this ‘field’ training is an excellent way for the Kai to build their skills, rely on each other and experience the world beyond the monastery walls.

You should give them a little time to talk in character and when you feel they are ready, Stormsong speaks once again.

'It is high time that you left and meet the merchant at the front gate. He will be there by now I am sure, wagon and horse in tow. Good luck on your journey and may Kai watch over you.' Stormsong then walks off towards the other end of the courtyard and a group of Kai acolytes who stand waiting there.

As the players leave the Kai Monastery, read the following to them.

A sliver of sunlight burns through the heavy cloud cover around the monastery, catching the wall with a sudden gleam. It almost appears as if Kai himself has blessed your journey. The mist has just begun to lift from the surrounding fields and there is a medium sized covered wooden wagon, one heavy cart horse and an impatient looking man. He spots you and waves you over.

'Name's Harbold,' he says with a bit of a grin. He is of medium height, a slightly rotund and tanned man. He wears a pair of dark leather boots and a well worn tunic, a single button undone over his belly. Around his shoulders is a travellers cloak and atop his head he has a fur lined, leather hat with a single tatty feather. 'Looking forward to travelling with you, yes indeed I am. Oh and I am eternally grateful for your efforts previously.'

Harbold Dakr is a man who does not really care much about his appearance and he has a habit of interrupting people when they speak. He walks with a limp on his right leg and favours it a little too much, as though exaggerating the pain. He often uses this to garner sympathy. He is a shrewd businessman most of the time, though of late since he agreed to partner with Kleth he has been regretting his decision in that area. He speaks with a rough accent, rolling his r’s a little. All of these quirks can be used to make him an interesting NPC.

'So are we ready to leave then, you're all sorted I hope?' It is obvious that he is very eager to be off; his wagon is loaded and ready to roll. He looks at you expectantly and waits for you to climb on board.

The wagon has space enough for at least three Kai monks in amongst the goods and one Kai up front with Harbold. He is a talkative man and whoever sits up front is in for an interesting time as they journey to Toran. Once the Kai are all aboard and secured their journey begins in earnest.

You feel the wagon shift slightly as the wheels begin to roll; the horse pulls you and the cargo with apparent ease. It is not long before you once more leave the Kai Monastery behind and head out into the wider world. A cool but gentle breeze blows through the air as the sun begins to rise and burns away the cloud cover. Soon you are on the open road and rattling towards Toran.

Part 5: A not-so subtle approach

If the players want to talk to Harbold during the journey, let them discuss things with him. He will answer a few simple questions, though he will not really go into too much detail about his business. It is not because he does not trust them; it is because he truly finds talking about it boring. He will however try to talk to the Kai monks; he is fascinated by them and their adventures.

1. He will try to ask the Kai about their training at the monastery. However he will not press for secrets and assures them that his intentions are honest.
2. He will engage any female Kai first; he is a bit of a ladies' man. He will ask them why they joined the order, what makes them want to protect people like him?
3. Do they have any interesting stories to tell, any battles that they have fought in?
4. What was it like when they faced down their first monster (assuming they did) (note: Giak do count for this).
5. Have they ever done anything they regretted since joining the Kai?

The first day winds closer and closer to evening, you have travelled for quite a while and the horse looks in need of a rest. Five figures move out across the road, they are dressed in Sommlending colours and seem to bear the royal coat of arms, the coat of arms of King Ulnar V himself. The leader of this group of soldiers steps forwards and raises his left hand.

'In the name of the King of Sommerlund, Ulnar V, I demand you stop this cart and surrender your goods and selves to me. If you do so, I promise you will not be harmed and you may go freely on your way. The merchant known as Harbold Dakr is under arrest however, so lay down your weapons and get off the wagon quietly.'

Test: Sixth Sense

Any Kai player with the Discipline of Sixth Sense can make a Test. The Difficulty for the Test is 5 since the faux guard are not quite prepared for the Kai to be here.

Failure will give the players no advanced warning when the bandit leader orders an attack.

You can read this aloud to the players if the Test fails.

You focus your mind for a moment, there seems to be nothing awry with this man and his companions. Perhaps the shifty nature is natural to the guard captain.

Success will give the players advanced warning of the man's intentions and they will gain a +2 bonus to COMBAT SKILL.

You can read this aloud to the players if the Test succeeds.

As you focus your mind, your Kai Sixth Sense warns you that the man before you is preparing to attack. He hopes to take you all by surprise; there is a great deal of hostility that emanates from him.

Test: Without Sixth Sense

If the players do not have Sixth Sense, they may ask questions about the encounter, in that case they should make another Test. The Test is a Difficulty 7 due to the faux-guard costumes and armour being quite accurate.

If they succeed then read the following:

Something does not quite look right about these guardsmen, their leader has shifty-eyes and his stance is not one of confidence. He does not seem to have the poise that the King's Guard would have. Upon closer inspection the heraldry is also slightly off and one of the men has a mis-matched pauldron. These are not King's Guard!

The players gain a +1 bonus to COMBAT SKILL.

If they fail then read the following:

The guard captain seems quite insistent and he stands there, with his men. There are six of them compared to you and the merchant. If these are King's Guard and you draw steel on them, it would be a disaster for the order.

Test: Who is the guard captain?

If the players ask who the guard captain is, he tells them that he is none other than Remir D'Val of the King's Guard. Allow the Kai another Test, this time at Difficulty 8 to see through the ruse. If they fail at this Test then they will have to use their discretion.

If they do not think to ask this question skip right ahead to the section marked: Merchant's Plight!

If they succeed then read the following:

The man who claims to be Captain Remir D'Val is neither as noble looking or as impressive as you may remember. He also seems to have forgotten to secure his armour on properly. The heraldry is definitely off in places and he looks to be far too nervous. It is likely this man is an imposter, your Kai Master was right to send you to guard this merchant's belongings.

The Kai will gain a +1 bonus to COMBAT SKILL against these men.

If they fail then read the following:

The guard captain waves his men forwards, obviously impatient to get the merchant under wraps. They move in closer.

Merchant's Plight

The man is not Remir D'Val; he is a hired thug working for Harbold's partner. Jasper Kleth, Kleth is an agent of the Darklords, described later in the adventure and part of a larger conspiracy that is taking root in Toran. For now, he simply wants the merchant and his guards dead. His real name is Dunal Torn and he is a vicious killer.

Read the following:

As the guards close towards you, one of them drops their sword on the ground with a clatter, clearly nervous as he recovers it. The man's helm falls forwards and drops off his head. The guard captain does not look happy about this, nor does the merchant. He stabs a pudgy finger forwards and screams.

'They're not King's Guard...that man doesn't look anything at all like Remir D'Val. I know the other one; he tried to steal some sweetmeats from my cart when I was in Toran last. They're imposters I tell you!'

Their clumsy behaviour lends legitimacy to Harbold's claim. The guard captain sighs, throws down his shield and draws his sword.

'You had to make this harder than it was didn't you, Harbold. Now I'm going to have to slit you from belly to chops. Kill them all!'

The combat is joined in earnest.

The players gain the following bonus if they were successful in the Sixth Sense or the other two Tests.

+2 to COMBAT SKILL if they succeeded in their Sixth Sense Test.
+1 to COMBAT SKILL if they succeeded in the Test without Sixth Sense.
+1 to COMBAT SKILL if they succeeded in the Who is the guard captain test.

False Soldiers

These are the hirelings of Dunal Torn, paid for in the ill-gotten gains from many a successful mugging and brutal slaughter. They are not trained soldiers but they are dangerous in large numbers. They are not quite bandits, more lawless mercenaries looking to make a few extra coins doing Dunal Torn's dirty work. They wear armour and weapons that make them appear to be King's Guard but they are really imposters.

COMBAT SKILL 14 ENDURANCE 20

False Guard Captain (Dunal Torn)

A dangerous man, dark eyed with short black hair and a slight twitch on his upper right lip. Dunal Torn has been paid to silence Harbold for good. He will not back down from a fight and he will battle to the death, he would rather take his secrets to the grave with him. He prefers to spring elaborate traps and disguise himself as a member of the King's Guard to stop travellers on their way, this is the first time he has used Remir D'Val's name as an alias though. This may also be his last.

COMBAT SKILL 16   ENDURANCE 26

The bandits are not seasoned warriors; they are six men versus the Kai and their merchant charge. Harbold will dive into the wagon and try to put as many of his goods between him and the bandits. Dunal Torn will leave Harbold until he has dealt with the troublesome guards. Unless the Kai are openly presenting themselves as Kai, he will be cocky and arrogant during the battle. If the Kai reveal themselves, he will shut up and concentrate on trying to kill them and stay alive.

Once again, make this fight as evocative and memorable as you can. If the players want to do something acrobatic and death-defying, like leaping through the air you can always make them take a Test for it. In this case the Difficulty is a 4 since we want the players to feel like heroes and have their actions succeed; just not without risk.

If they fail any of their Tests you can always give the attacking bandits a +1 to their COMBAT SKILL, to simulate the Kai's lack of decent footing or landing prone from an acrobatic flip gone wrong. Part of the fun of these encounters is to let your players try out new things and feel like heroes. Remember, it is never you versus your players; they have enough to worry about with the hostile people and creatures in Magnamund than adding you to their list of enemies. Always be fair but remind the players that you are the final judge of anything.

If they do not succeed in defeating their adversaries then read the following:

You watch in horror as the merchant is dragged from his wagon, skewered through the heart and then thrown to the ground. The bandits laugh as they put your companions to the sword, slowly... until at last you die along with them. Your adventure here is over, your life has ended.

If they succeed in defeating Torn and his men read this:

The false guard captain drops to the ground, his blood stains the floor and he looks at his hands almost in disbelief. He tries to speak but he is gripped by an intense pain. Blood floods his mouth and his eyes go wide. He collapses forwards and lies still. It is over.

'You did it, oh my friends, you saved me again. How can I ever rep... Oh yes, Kai, must not receive a reward. Nasty business this,' Harbold comes tumbling out of the wagon, all feet and bluster. 'Who would want me dead...who I ask?'

If the players are clever they will search the bodies, this will provide them with a vital clue. You can also use Harbold to nudge them towards the clue if you feel it necessary to do so.

If they search the bodies for evidence read this:

You spend some time looking through the blood stained corpses, finding only material goods and weapons. Until you spot a side bag that had been concealed amongst the foliage at the edge of the road. As you open it you discover a sealed scroll case. You break open the seal and begin to read.

Skip to the section marked: Kleth's Letter

If you want Harbold to do the searching to prompt your players, read this:

The merchant begins to search around the bodies but he leaves them be. He does aim a vicious kick at the leader's corpse though. He stops and then scrabbles at the edge of the road and takes up a small side bag from the dirt, the kind used to carry documentation. He opens it and tips the contents out, a few coins and a sealed scroll case. He brings the case to you for examination.

'I wonder what it says,' he looks at you all expectantly.

If the players read the letter now, skip to the section marked: Kleth's Letter.

If the players choose to get back on the road, skip to Part 3.

Kleth's Letter

You crack the dark seal on the scroll case and open the letter, reading it over.

Dunal, why in the name of Vashna did you send the Giaks to kill that useless partner of mine, Harbold? What possessed you to think that those ingrates could actually do the job assigned to them, you idiot. I want this fixed, you are to camp on the gods-forsaken road until he shows up and then put him out of our misery. We can afford no further delays here, none. My masters will not be pleased and you know what kind of fate awaits us both if we fail. I hear the slave pens in the Darklands are quite nice at this time of year. So, fix it. Kill that fat idiot and allow us to proceed with the plan. If you fail me again, I'll have you shipped to the mine. JK.

They can either keep this information to themselves or tell Harbold, if they do tell the merchant then read this:

Harbold goes pale, he begins to shake, first with anger and then fear. He almost passes out. He shivers and then says, 'But, Jasper is my partner in the business, what does he mean, masters... surely he's not in league with the Darklords. Oh no, that means I'm in league with the Darklords by default, please don't kill me!'

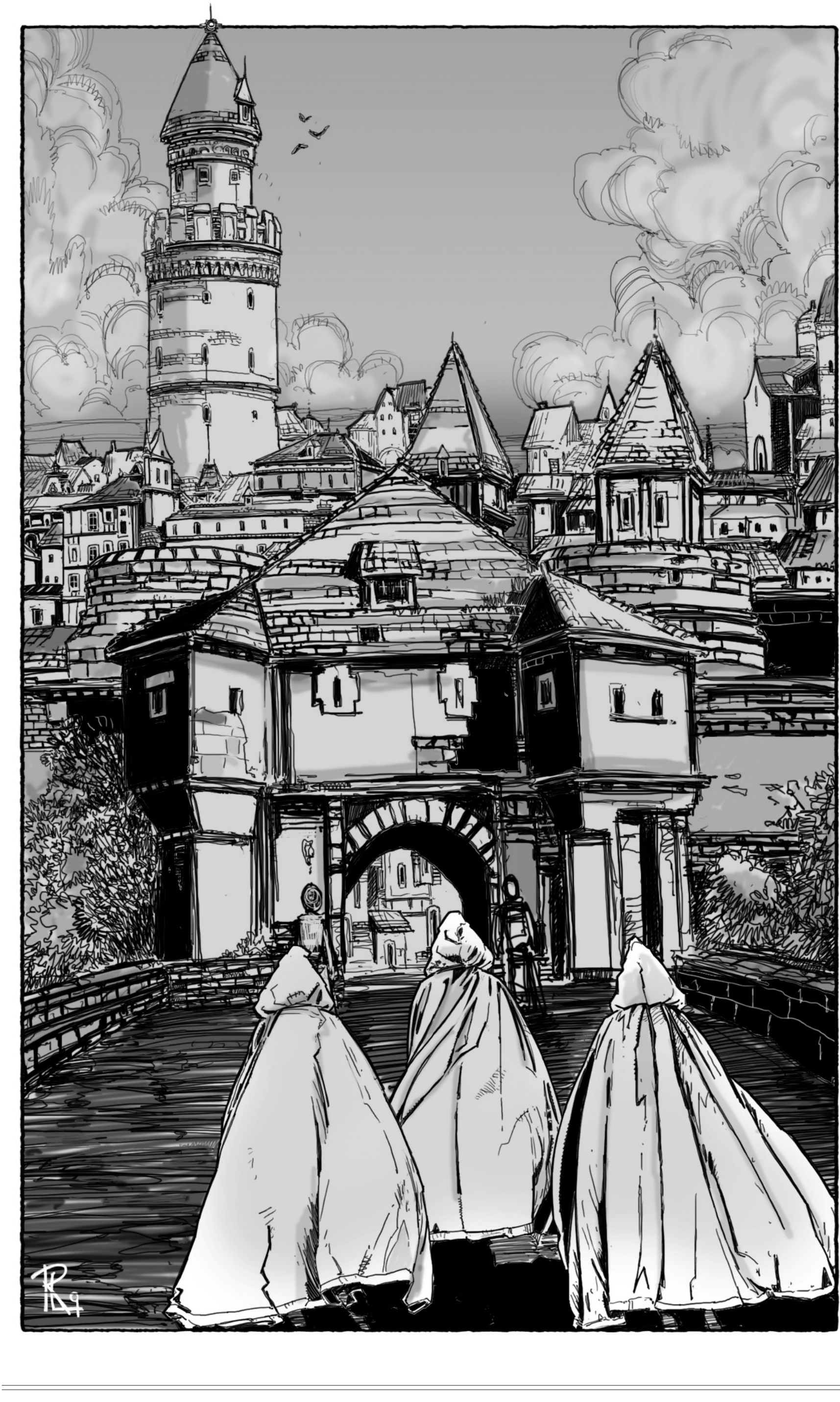
If the Kai reassure him that he is in no danger then the rest of the journey will proceed safely with Harbold in a fairly happy frame of mine, despite this information. If they do not tell him, then read on ahead to Part 3, Harbold will be oblivious of the true danger.

Part 6: Toran

The remainder of the journey passes without further incident. In the City of Toran, Jasper Kleth draws his next stage of plans ready to take over his ex-partner's business. He is oblivious to the failure of Dunal Torn and his men. As the Kai draw closer to the city gates, a spy flees before anyone can spot him and reports directly to Kleth. The man flies into a rage and nearly kills the informant before he recovers his composure. He will have to take matters into his own hands and has not yet learned of the Kai.

His spy only saw Harbold briefly and did not stop to see who he might be travelling with.

Read this aloud to the players:



After a long journey that has been tiring for you, Harbold and the cart horse, you have finally reached Toran. The massive dominating tower that houses the Brotherhood of the Crystal Star rises over the city and the large gates look impressive against the early morning light. One hundred and fifty miles away, your Kai brethren will be already well on the way to their next day of training and you are stuck out here in the field. Yet it was worth it to see the city, a beautiful place indeed. Harbold drives his cart through the gates past the guard and the wagon makes a creak now and then as it starts to rumble over the stones.

'Thank you my friends,' Harbold says as he looks around Toran. 'Safe and sound, but I would ask you to hang around a little, just a few days. I can see to it that you are given a good place to stay.'

If the players have shown him Kleth's letter he will say:

'I don't trust Kleth, not now, not after that letter. Please help me stop him, well; you can stop him I'll just find a place to hide. You can have my room at the Golden Sun Inn.'

He puts on an imploring expression and you remember the words of Master Stormsong, he did say you could assist the merchant if he asked. You would not be very good Kai if you left the man to be murdered.

If the players have not shown him the letter he adds:

'Yes, I can put you up in one of the best inns here. The Golden Sun, you can have my room.'

Give the players a few moments to discuss this and then move them on through the streets. Read the following.

Harbold begins to move off, you must make a choice. Stay and assist him or leave him to his fate whatever that might be, here in Toran.

If the players leave him, then read this:

You leave the man behind, confident that the danger has passed even though you have the information to save him. You journey back to your Kai Master; Stormsong is somewhat perturbed that Kai monks would do such a thing and clucks his tongue. He looks at you all and shakes his head, it is obvious that you have failed in your duty and for those who do not succeed there can be no reward. He waves you off with a casual flick of his wrist.

As you reflect on your actions for several days to come, word eventually reaches you of Harbold's death in Toran. Stormsong must have sent other Kai to investigate, they return with grave news. The man called Jasper Kleth is now in control of the merchant's business and holdings. The other Kai were unable to get further information and by the time they started to investigate Kleth's operation, they were discovered and had to flee the city.

It is highly unlikely that your master will appoint you to another task; there is no place in the Kai Order for complacency or selfish thinking. Your adventure here is over.

The players should not go up a rank or get any reward; they have ended the adventure prematurely and caused the death of Harbold by their inaction. Their reward is being given another chance at a further mission but only after they have toiled hard in the monastery in many mundane jobs for at least six months if not more.

If they follow Harbold, determined to help him, read this.

You stay with the merchant and follow him through the streets of Toran. There are many people all thronging through the alleys and byways. Finally your journey reaches its conclusion at the back door of the Golden Sun Inn. It is a splendid place and has many wealthy looking folk in the walled off garden at the back. Harbold pulls his wagon to a stop and hops off, he hands some coins to a stable lad and then ushers you inside.

'Farah!' he bellows at a middle aged looking dowager woman who turns from talking to a customer.

'Harbold, well, it is nice to see you back. Do you want your usual room and who are your guests?'

'They're Kai,' he explains. 'They've come to help me with something.'

'Honoured then,' Farah offers a curtsey and smiles. 'Are they staying long?'

'As long as it takes,' he seems to speak for you for the moment and then stops. 'Oh I did not mean to presume, as long as they wish to stay.' He blusters.

Eager to get to your rooms, you wait for the pair of them to stop talking. Finally Farah calls a maid over and then says.

'Well, Harbold is going to pay for your stay and I have to admit I have never had such illustrious guests as Kai before. I'll keep it quiet though; don't want me blabbering to all and sundry about this. Well, Nyssa will show you to your room.'

Nyssa the maid, a young Sommlending lass with bright blue eyes and dark blonde wavy hair, bobs a little curtsey and leads you off. In a few minutes you are safe inside the room at the Golden Sun Inn.

Now you should let your players discuss their plans, see what ideas they come up with and give them some time to talk in character. You should be a lot more familiar with many of the concepts of this RPG now and have a good idea of how long you need to give players to talk and discuss things in and out of character.

Once they appear to be ready, you can proceed to part 7.

Part 7: Kidnapped!

The angry Jasper Kleth has decided to take matters into his own hands; he has set out from his hideout with himself and his bodyguard, Astella. Astella is a fast thief and a dangerous swordswoman, she can be bought for the right price and her loyalty only goes so far. Whilst Astella distracted Farah, Kleth made off with Harbold.

When you are ready or the players are ready to make a move read this:

The door bursts open and a bedraggled looking Nyssa runs in, 'Oh it's terrible, awful,' she exclaims. 'Mister Harbold has been taken, you have to help!'

The girl is close to hysteria and the Kai can get some useful information out of her, if they can role-play well enough to calm the woman down.

Some of the ideas that players may attempt:

1. Give her a herbal drink of some kind.
2. Speak calmly and softly to her (does not require a Test, she will respond very well to a soft voice and a helping hand)
3. Other methods.
    a. An impromptu Test. Players may ask to see if they can calm her with a Test. Set the Difficulty to 6 since she is bordering on hysteria.

b. The Kai Discipline of Healing, since they could argue that part of it is a good bedside manner.
c. The Kai Discipline of Mindshield, there is nothing to say that they cannot try and shield her mind from the terrible event.
d. Other uses of Disciplines. You are going to have to be tough but fair here and veto anything that is completely out of the scope of the scene. Such as Camouflage or Hunting/Tracking for example. It might sound silly but never underestimate a player's desire to try to bend the rules a little.

If they are successful at calming Nyssa down using any of the above, or even a combination of tactics, you can let them know the following:

1. Nyssa saw a big man haul off Harbold whilst Farah was distracted.
2. Farah was distracted by a thin woman with dark hair.
3. Nyssa did not see where Mister Harbold went.
4. Nyssa did see the thin woman escape over the rooftops.
5. She is sure that the woman went off to the East.

If they fail at calming her down, she collapses into a heap on their bed and bursts into tears. The Kai are not going to get much out of her.

Read the following aloud regardless:

You leave Nyssa in your room and head down the stairs; you are able to find Farah talking to a guard at the bottom of the stairs. The man is just leaving as you approach and is out of the door before you can stop him. Farah on the other hand seems eager to speak to you.

'Hello my dears, did you speak to Nyssa. I sent her to find you.'

The players should be able to get some sense out of Farah. She knows the following about the attack:

1. Harbold was taken as he checked on his wagon.
2. There were two people involved; one was a big heavy set man that she had seen before. Jasper Kleth. The other was a thin dark haired woman, possibly of Vassagonian decent. She cannot be sure of that. The woman took off across the rooftops not too long ago, she ran east.

3. Jasper Kleth had a house in the slums at one point, until he met Harbold and the kind man gave him a good head start.

The players should be given a few minutes to discuss their actions in character and out, and then you should ask them what they plan to do.

They can either follow the woman or try to track down Kleth through the streets. It will be nigh on impossible to track the man using any kind of tracking but asking the right questions and speaking to the population could well deliver the results the players want.

You can tell them they have two choices: To run the rooftops after the woman, or ask around the streets after Kleth and the merchant. Someone is bound to have seen something. If they want to go to the guard, remind them that as Kai they are capable of stealth and subterfuge, the guard are likely to come crashing in and get the merchant or themselves killed.

Running the Rooftops

If the players decide to take this route then have them make a Test to get onto the area where the woman fled. The Test will be a Difficulty 4 since it is not too hard to get on the roof.

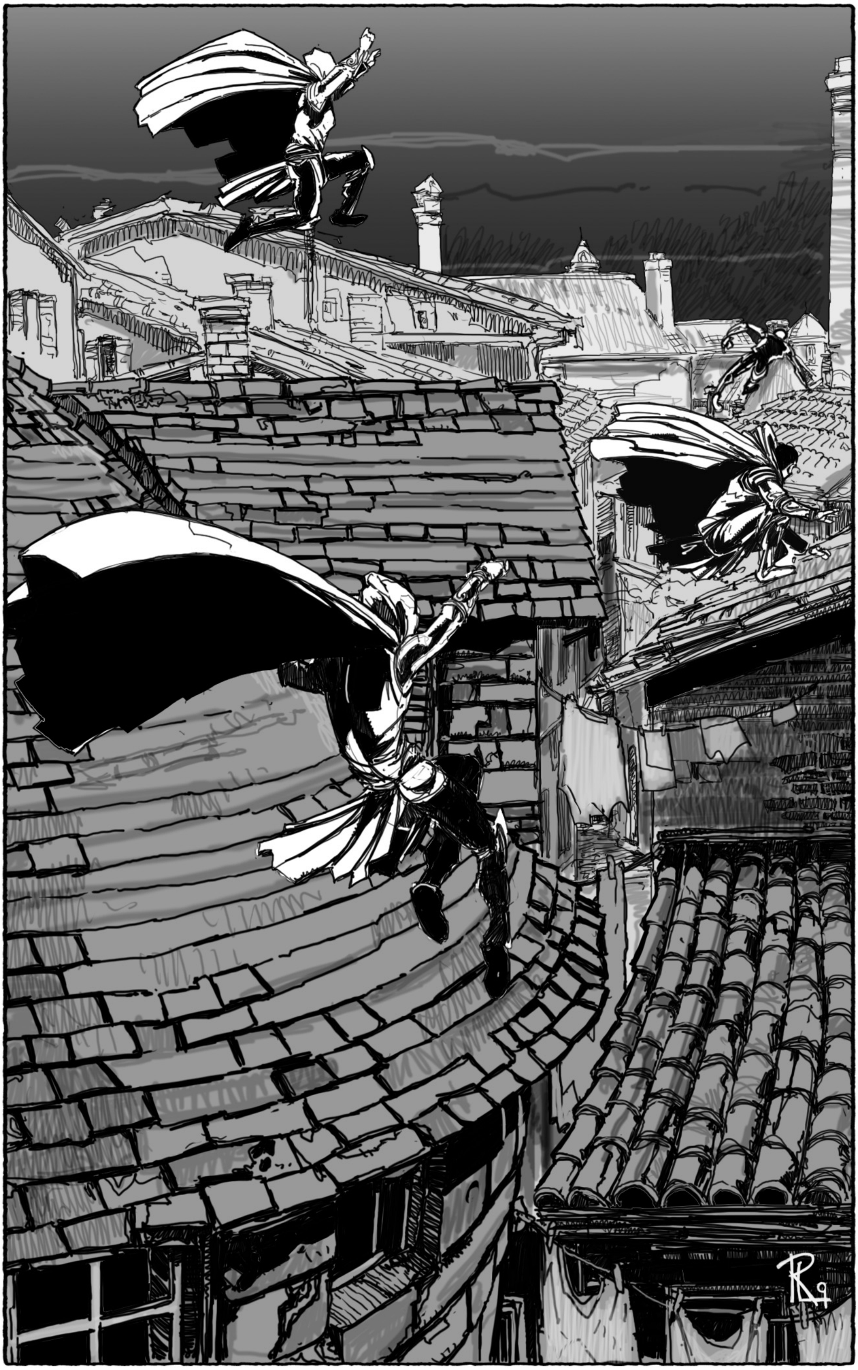
If they fail then they simply cannot get up there at this point. In a Test like this it is important to realise that whilst they could make Tests until they succeed, there is a price for failure. Every time that they fail to get onto the roof, make a note of it. If they fail four times, the woman has gotten away and they will not be able to follow her.

Read the following:

You have taken too long, by now the woman has gotten away. You will need to seek Harbold by a different method. Disgruntled you climb back down and head out towards the streets; perhaps you can get help from the watch or ask questions of the population?

Skip to the section: Street Questions

If they succeed then the chase is on. Read this:



As you crest the top of the roof, you can just see the shape of a slender woman leap from one corner to another. She is definitely heading east. You decide to follow her and head off at some speed across the rooftops of the city. You realise that if you remain out of sight, you can follow her all the way to Kleth!

The objective of this particular encounter is to create a rooftop chase filled with suspense. The players should not be trying to catch up to the woman and harm/kill her; they should use her as a trail to follow. They will have to keep out of sight, jump across several dangerous gaps and head towards the eastern side of the city.

There are three separate sections to the chase, to keep things simple.

1. Flat rooftops: The players must make a single Test at Difficulty 3 to keep up with the woman. If they succeed at this Test then they can move onto the next section of the rooftops, if they fail then they are going to take a tumble. They are allowed one chance to climb back up with a second Test at the same Difficulty to get back up and into the chase; if they fail then they will have to follow on ground. As long as one player is still on the rooftops, the woman will not get away. Players on the ground will not need to Test to keep up with their companion on the roof.

Read this if they succeed:

You keep on the woman's tail, moving from roof-to-roof as she crosses the city. She doesn't even know you are there.

Read this if they fail:

You miss your footing and take a fall into the street below. You land on some wooden boxes with a soft crash.

The boxes cushion the fall; the player that falls looses 2 ENDURANCE as damage.

2. Pointy Rooftops: These are black slate rooftops and they are peaked, so the players will find their next Test to be harder. They must make a Difficulty 5 Test to continue their pursuit and stay on the woman's trail. If they fall from here they will get one chance with another Test at the same Difficulty to climb back up. If they fail this Test then they will need to try to follow from the ground. As long as one player remains on the rooftops,

the woman will not get away. Players on the ground will not need to Test to keep up with their companion on the roof.

Read this if they succeed:

You sail across the sharp rooftops as though they were nothing, just air in your way. You make this look easy. The woman you are following has no idea you are tracking her to Kleth's hideout and the merchant.

Read this if they fail:

You slip and tumble off the roof, landing in a tangle of washing line and limbs. It cushions your fall a little and you scrape along a rough section of wall. You finally come to rest in a muddy puddle below.

The player that fails the Test looses 5 ENDURANCE as damage and can make a Test at Difficulty 6, due to the mud, to get back into the chase; otherwise they will have to follow from the ground.

3. Ramshackle Houses: Now the players are in the slum area of the city, the rooftops are dangerous and tricky to navigate. Have them make a Test at Difficulty 6 due to footing and the risk of collapse. If they fall here then they will get one chance to get back up and follow the woman with a Difficulty 4 Test. Players who are on the ground do not need to Test to keep up with their companions on the rooftops.

Read this if they succeed:

You once more make this look easy; you take off and clear a massive gap as though you are a flying eagle. Perhaps you have the blessing of Kai this day. As you land you spot the woman jump down into a ramshackle garden and vanish through a rickety door. This has to be the place.

Read this if they fail:

With a yelp you fall through the roof of one of the buildings, the footing you chose could not bear your weight. You land in a heap in an old metal bathtub, cracking your head on the edge.

The player that fell looses 4 ENDURANCE as damage, since the fall was not as high but it came with a nasty bump.

They will arrive at a ramshackle building and you can skip to Part 5 now.

Street Questions

Read this aloud:

You leave Farah behind and move off into the streets of Toran, you begin to question people and start asking the right kind of questions. A few answers are positive but nothing you could really use to track Kleth. Then, you spot a shifty looking man who beckons you over. He rubs his chin and inclines his head.

'Gents,' he says with a smirk, he is a bedraggled and wiry man. A mop of shaggy grey hair sits atop a creased brow. His piggy little green eyes stare out at you. He wears ragged clothes and his knees show through the holes in his trouser legs. 'I can see that folk like you are in need of some guidance, for the measly sum of say, one crown each...I could tell you what you wanted to know. But for three crowns each, I'll take you where you need to go.'

This man is Tinker Grime, a beggar and a squealer/snitch for the Toran Watch. He has seen the chance to make a profit since he saw Kleth dragging the merchant to the eastern side of the city and he knows that Kleth has a hideout there.

If the players ignore the beggar, then they are going to be hard pressed to find Kleth in time. In this case you can skip to the section called: Failed Hunt.

If they give Tinker a crown each then he will say:

'Oh that's kind of you, not quite as kind as I might expect. You need to go to the slums friends, to the eastern side of the city. Jasper Kleth has a small house there, big basement. It's a rickety place with a single walled section. I can't tell you more than that, unless of course you want me to show you and in that case, two more crowns a piece would do the trick.'

He gives the players one more chance to earn his help as a guide. Otherwise he wanders off into the crowd and he does not return. He will be too busy stashing his coin.

If they give him the right amount he grins and says:

'Lovely friends, lovely, this will do the trick, oh yes it will!' he waves at you to follow him. He moves with a quick pace through the streets of Toran and keeps you in sight at all times. After a few odd turns, some strange back alleys and a few crowded avenues you find yourself in the slums and opposite the lair of Jasper Kleth.

The beggar fishes in his pockets and produces what looks like a crude-looking key. 'This is a bit of a funny thing. I was going to use this to rob that git blind, don't look at me like that, it's kill or be killed here in the slums. I figure that since you're so generous, you can have it and you can use it to get into Kleth's place, to rescue that fat halibut of a merchant.'

He then pushes the key into your hand and quickly wanders off out of sight before Kleth can spot him.

One of the players can write Kleth's Key down on their Action Chart.

Failed Hunt:

If the players ignore Tinker or basically give up, then they have failed. You can use a variant of the same speech from earlier to indicate the Kai Master's displeasure. Read this:

You have failed; you give up the search for the merchant. You find your way back to the monastery and back to your Kai Master; Stormsong is somewhat perturbed that Kai monks would do such a thing and clucks his tongue. He looks at you all and shakes his head, it is obvious that you have failed in your duty and for those who do not succeed there can be no reward. He waves you off with a casual flick of his wrist.

As you reflect on your actions for several days to come, word eventually reaches you of Harbold's death in Toran. Stormsong must have sent other Kai to investigate, they return with grave news. The man called Jasper Kleth is now in control of the merchant's business and holdings. The other Kai were unable to get further information and by the time they started to investigate Kleth's operation, they were discovered and had to flee the city.

It is highly unlikely that your master will appoint you to another task; there is no place in the Kai Order for complacency or selfish thinking. Your adventure here is over.

The players should not go up a rank or get any reward; they have ended the adventure prematurely and caused the death of Harbold by their inaction. Their reward is being given another chance at a further mission, only after they have toiled hard in the monastery in many mundane jobs for at least six months if not more.

Part 8: Kleth's Place

Whether by rooftop or by beggar's guidance the characters will eventually reach the slums. If they aided Tinker and gave him 3 crowns each, then they have Kleth's Key. This will make this encounter a lot easier. If not then they will still end up at Kleth's Place, they will just have to break into his cellar and risk alerting the man of their presence. Read this:

You now stand in the slums. Across the Jasper Kleth's place, you spot the merchant's hat on the floor outside and you are sure this is where he was taken. You cross the street quickly and arrive at a small rickety walled courtyard. A single wooden door is set into the rear of the area; there is a chain and a padlock across it. You can just about hear muffled cries for help beyond the door, it sounds like Harbold.

The Kai monks can use Kleth's key to open the cellar and free the merchant, he is ecstatic that someone would have come for him.

'Oh my skies,' he burbles, 'Again you save me, the stories about the Kai are all true.' He positively gushes at you. 'I will never forget this, ever. But what do we do with Kleth, he is sure to have something in that house, something that will incriminate him. I could run and fetch the Watch if you like?'

There are several choices here that the players could make:

1. They could allow Harbold to fetch the Watch and have Kleth arrested.
2. They could confront Kleth in his home and fight it out.
3. They could spirit Harbold away and lock him safely in a room, then set a trap for Kleth. Though in this case he will flee to return later, unless you decide to go with option 4.
4. They could devise a plan beyond the scope of the adventure; in this case you are going to have to be ready to alter it to suit the players. Again, part of the fun of being a Games Master is working with the players to create a memorable story and if that is best served by letting them do something that you have not planned for, then you should allow them that freedom as long as it is not too far outside your theme

If the players let Harbold fetch the watch, read this:

Harbold scurries off, he is gone for some time but eventually returns with an escort of armed guards with a heavy set man at the lead. The Watch captain braces himself by the door and suddenly the Watch burst into Kleth's home and you can hear the sound of some kind of struggle, a sharp crack of a mailed fist and a woman's yelp of agony. The sounds of battle echo from within and then all is silent. Harbold remains outside with you and watches over your shoulder. A few more minutes pass and then the Watch captain drags a wounded woman out, followed by Kleth who seems to be bleeding from a severe head wound. He is a wicked looking man, rough shaven with bloodstained clothes. He is dragged off with the woman, the Watch do not stop to question you or even speak to you and they seem more concerned with getting a dangerous pair out of the slums and into a lockup.

Harbold peers in through the door, 'Are you going to check it,' he asks. 'There might be evidence that you can present to your masters.' He sounds hopeful. As if the letter was not evidence enough!

If the players search Kleth's dingy home read this:

You spend a few minutes poking through the filth that is Kleth's lair, it is a disgusting squalid place. Then in a small lockbox you chance upon something very interesting. There is a ledger that has been hand written with a list of names and various physical features. It appears to be something to do with slavery in Toran. You should present this to Master Stormsong as soon as possible, he will want to know. No use in asking the Watch or the Brotherhood, since you are not Kai Lords, you will be overlooked and mostly ignored at the moment.

Have one of them mark down Slaver Ledger on their Action Chart.

If the players do not search Kleth's home, they can return to the Golden Sun Inn. You can now skip to the section: Wrapping Up.

If the players decide to take a more confrontational approach, Harbold will say:

'Friends, I will leave you to it. I do not wish to seem ungrateful but blood and battle are things I've seen all too much of recently. If all goes well, I shall be back at the inn, in my room.' He takes off into the city before you can stop him and you can only pray that Kleth has no more cronies out there watching for him.

Not long after Harbold leaves Kleth comes out to check on him. He is not best pleased to find people there. His thief companion remains quietly observing and the moment that Kleth looks close to being defeated, she is gone. She should not play a part in this fight, she will slip out and vanish whilst the Kai are distracted defeating Jasper Kleth.

Read this:

The door flies open and an angry rough looking man barges out, he looks at the cellar and then at all of you. His broad sword is drawn with a hiss of steel and he does not even bother to speak, he screams abuse and charges at you with the intent to stick you with his blade.

Kleth is in no mood to talk, his prisoner has gone, his plans are thwarted at the moment and he is going to kill whoever is responsible. He will not care if they are Kai monks; in fact if they reveal themselves, he flies into an even deeper rage.

JASPER KLETH

A mean man, one who has spent his life in brutal competition with almost everyone he has ever known. He is a rough looking customer and he really enjoys inflicting pain. Kleth has been a servant of the Darklords in Toran for a few years, under the command of a vicious slave master. He uses every dirty trick in the book to get his own way and he was going to murder Harbold and take his business over, using it as a front to increase slave trade in Toran.

COMBAT SKILL 17 ENDURANCE 27

If Kleth wins the fight then the players will die, he will not take prisoners and you should read this:

As Kleth bludgeons you down, you look at your fallen comrades. You feel his steel pierce your heart and he twists his sword savagely. Your life and adventure here is over.

If Kleth loses then read this:

Jasper Kleth looks wide-eyed at you in disbelief before he topples to the ground, his blood leaking from his wounds. He twitches a couple of times and then lies still. A soft hiss escapes his lips leaving blood flecked spit in its wake. He is dead and you are triumphant.

If the players decide to search Kleth's body they will find nothing of use, if they search his home however, read this:

You spend a few minutes poking through the filth that is Kleth's lair, it is a disgusting squalid place. Then in a small lockbox you chance upon something very interesting. There is a ledger that has been hand written, it has a list of names and various physical features. It appears to be something to do with slavery in Toran. You should present this to Master Stormsong as soon as possible, he will want to know. No use in asking the watch or the Brotherhood, since you are not Kai Lords, you will be overlooked and mostly ignored at the moment.

Have one of them mark down Slaver Ledger on their Action Chart.

If the players do not search Kleth's home, they can return to the Golden Sun Inn. You can now skip to the section: Wrapping Up.

If the players do not engage Kleth in any way shape or form, he flees after learning that the Kai are hunting him. He will not appear to engage them again in this adventure but will be standing by the right hand of his master in a later adventure of this introductory series.

Part 9: Wrapping Up

You can read this aloud to the players.

After you return to the Golden Sun, Harbold lavishes you with gifts which you are forced by the Kai code to refuse. He seems fine however, he has told everyone at the inn of your heroism and you are welcomed with open arms. You want for nothing for the next day as you arrange your transportation back to the monastery. The merchant assures you that he is now under the protection of the city Watch and the Brotherhood of the Crystal Star but he also assures you that he will not forget your deeds this day. You leave the following morning on fresh horses, elated with your victories and prepared to face Kai Master Stormsong.

The 150 miles of travel under the beautiful blue Sommerlund sky pass in the blink of an eye and you return finally to your home. The Kai Monastery gleams in the bright sunlight as you ride through the gates. Stormsong is there, as if he knew you would be back.

'Welcome home my students, how did you fare?' he is eager to hear the tale of your journey. As you explain to him what has happened, filling him in on many details, he listens carefully. When you are done he smiles. 'Once again,' he says, 'You have done the order proud. You may go and rest, then continue your studies. I will summon you again in due course.'

If the players present the letter and/or the ledger to Kai Master Stormsong then read this:

'I am impressed, you have displayed cunning and a cleverness as I hoped you would. These will be useful weapons to discover our enemies' plans. This ledger is very important. I had a feeling that the merchant was in trouble. You have done exceedingly well, you are dismissed Kai monks.'

The players are now free to explore the monastery, rest, recuperate and talk to any friends they may have there. You can give them time to role-play some more or wind down the session and hand out the rewards.

Rewards

Remember, every player that has participated in this adventure goes up a Rank and gains a new Discipline. If they ask for monetary gain, remind them that Kai are not rewarded in gold crowns and gems, they gain spiritual and personal reward from helping others.

May the wisdom and light of Kai guide you and your adventurers!

ACTION CHART

KAI DISCIPLINES

NOTES

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

WEAPONS (maximum 2 Weapons)

1.
2.

If combat entered holding Weapon and appropriate Weaponskill +2CS.
If combat entered carrying no Weapon –4CS.

BACKPACK (maximum 8 articles)

1.
2.
3.
4.
5.
6.
7.
8.

MEALS

–3EP if no meal available when instructed to eat.

BELT POUCH
Containing Gold Crowns
(maximum 50)

CS = COMBAT SKILL EP = ENDURANCE POINTS

COMBAT SKILL

ENDURANCE POINTS

Can never go above initial score.
0=dead

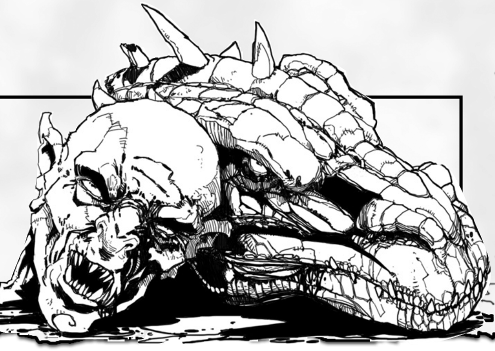
COMBAT RECORD

ENDURANCE POINTS

ENDURANCE POINTS

	COMBAT RATIO	ENEMY
	COMBAT RATIO	ENEMY
	COMBAT RATIO	ENEMY
	COMBAT RATIO	ENEMY
	COMBAT RATIO	ENEMY

SPECIAL ITEMS



COMBAT

Combat Ratio

Random Number	–11 OR GREATER	–10/–9	–8/–7	–6/–5	–4/–3	–2/–1
1	E –0	E –0	E –0	E –0	E –1	E –2
	LW K	LW K	LW –8	LW –6	LW –6	LW –5
2	E –0	E –0	E –0	E –1	E –2	E –3
	LW K	LW –8	LW –7	LW –6	LW –5	LW –5
3	E –0	E –0	E –1	E –2	E –3	E –4
	LW –8	LW –7	LW –6	LW –5	LW –5	LW –4
4	E –0	E –1	E –2	E –3	E –4	E –5
	LW –8	LW –7	LW –6	LW –5	LW –4	LW –4
5	E –1	E –2	E –3	E –4	E –5	E –6
	LW –7	LW –6	LW –5	LW –4	LW –4	LW –3
6	E –2	E –3	E –4	E –5	E –6	E –7
	LW –6	LW –6	LW –5	LW –4	LW –3	LW –2
7	E –3	E –4	E –5	E –6	E –7	E –8
	LW –5	LW –5	LW –4	LW –3	LW –2	LW –2
8	E –4	E –5	E –6	E –7	E –8	E –9
	LW –4	LW –4	LW –3	LW –2	LW –1	LW –1
9	E –5	E –6	E –7	E –8	E –9	E –10
	LW –3	LW –3	LW –2	LW –0	LW –0	LW –0
0	E –6	E –7	E –8	E –9	E –10	E –11
	LW –0	LW –0	LW –0	LW –0	LW –0	LW –0

E = ENEMY   LW = LONE WOLF

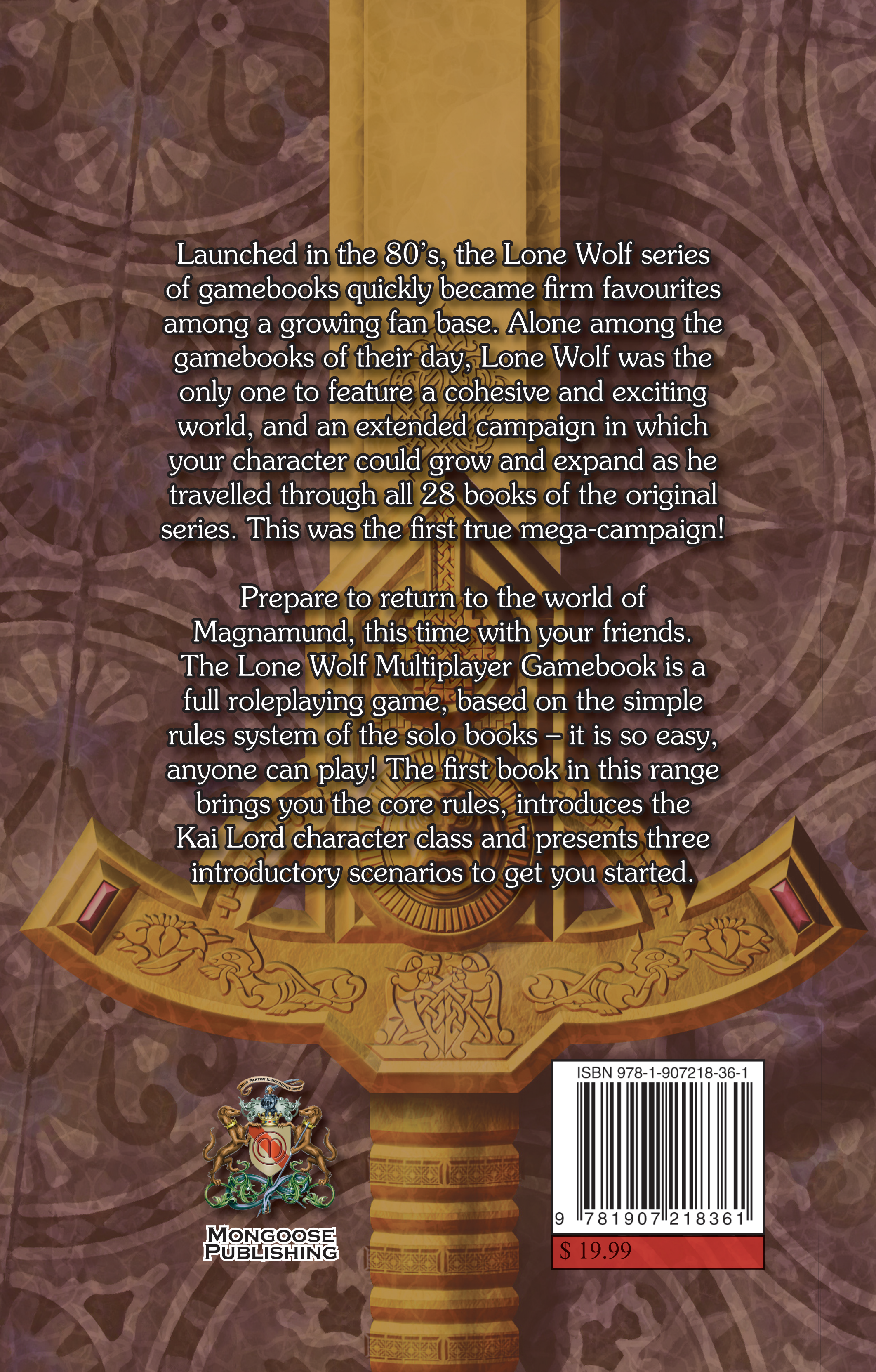
RESULTS TABLE

0/0	+1/+2	+3/+4	+5/+6	+7/+8	+9/+10	+11 OR GREATER
E –3	E –4	E –5	E –6	E –7	E –8	E –9
LW –5	LW –5	LW –4	LW –4	LW –4	LW –3	LW –3
E –4	E –5	E –6	E –7	E –8	E –9	E –10
LW –4	LW –4	LW –3	LW –3	LW –3	LW –3	LW –2
E –5	E –6	E –7	E –8	E –9	E –10	E –11
LW –4	LW –3	LW –3	LW –3	LW –2	LW –2	LW –2
E –6	E –7	E –8	E –9	E –10	E –11	E –12
LW –3	LW –3	LW –2	LW –2	LW –2	LW –2	LW –2
E –7	E –8	E –9	E –10	E –11	E –12	E –14
LW –2	LW –2	LW –2	LW –2	LW –2	LW –2	LW –1
E –8	E –9	E –10	E –11	E –12	E –14	E –16
LW –2	LW –2	LW –2	LW –1	LW –1	LW –1	LW –1
E –9	E –10	E –11	E –12	E –14	E –16	E –18
LW –1	LW –1	LW –1	LW –0	LW –0	LW –0	LW –0
E –10	E –11	E –12	E –14	E –16	E –18	E K
LW –0	LW –0	LW –0	LW –0	LW –0	LW –0	LW –0
E –11	E –12	E –14	E –16	E –18	E K	E K
LW –0	LW –0	LW –0	LW –0	LW –0	LW –0	LW –0
E –12	E –14	E –16	E –18	E K	E K	E K
LW –0	LW –0	LW –0	LW –0	LW –0	LW –0	LW –0

K = AUTOMATICALLY KILLED

RANDOM NUMBER TABLE

1	3	9	3	2	7	5	0	2	5
5	6	2	5	1	3	8	4	3	5
7	6	7	8	1	4	3	1	4	5
4	0	8	7	3	0	8	7	2	5
7	4	0	0	9	6	2	0	8	1
1	6	7	9	6	9	0	3	3	9
8	9	2	8	1	3	4	9	7	1
6	3	0	7	5	0	5	4	6	6
7	2	1	4	2	9	6	4	2	6
0	9	6	4	8	2	8	5	8	3



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